WRESTLING SPOTLIGHT™

Volume No. 6
$2.25 U.S.
In Canada $3.00

IN THIS ISSUE: TWO GIANT DEMOLITION POSTERS

DEMOLITION
AX & SMASH

06
0 71486 01196 5

AVAILABLE ON VIDEO CASSETTE!

COLISEUM VIDEO®

WWF® presents...

THE 3RD ANNUAL

SURVIVOR SERIES®

WORLD WRESTLING FEDERATION ★OFFICIAL★ VIDEO™

10 TEAMS! 40 TOP WWF SUPERSTARS!

The Hulkamaniacs

WWF Champion Hulk Hogan, Jake "The Snake" Roberts & & Demolition

★ VS ★

The Million $ Team

The Million Dollar Man Ted DiBiase, Zeus & Powers of Pain

Also featuring... The Ultimate Warriors vs. Heenan's Family, The Dream Team vs. The Enforcers, The 4 x 4's vs. The King's Court, and Roddy's Rowdies vs. The Rude Brood!

ALL MATCHES COMPLETE! 3 HOUR SPECTACULAR!

ORDER YOURS TODAY!

Please send ____ copies of *3RD ANNUAL SURVIVOR SERIES* (WF075) VHS ☐ BETA ☐

☐ CHECK or MONEY ORDER: I've enclosed $59.95* plus $3.00 postage & handling per cassette.

☐ VISA ☐ MASTERCARD ☐ AMERICAN EXPRESS

Account Number: _____

Expiration Date: MONTH ___ DAY ___ YEAR ___

Name _____

Address _____

City _____ State ____ Zip _____

Signature _____ Phone (AREA CODE) _____

*Canada residents send $79.95 per cassette plus 12% Federal sales tax. NY residents please add NY state sales tax. Coliseum Video can only ship video cassettes to the U.S. and Canada. Please allow 4 - 6 weeks for delivery.

$59.95

SUGGESTED RETAIL PRICE EACH

Prices slightly higher in Canada.

To order by phone using **VISA, MasterCard** or **American Express** call:

(201) 808-1818

Between 9:00am — 5:00pm EST.

To order by mail, use coupon below and send to:

COLISEUM VIDEO®

P.O. Box 1311 • Fairfield, NJ 07007-1311

Cat#: WF-075

WWF, World Wrestling Federation and all Wrestlers' names are trademarks of Titan Sports, Inc. Hulk Hogan, Hulkster and Hulkamania are trademarks of the Marvel Comics Group, licensed exclusively to Titan Sports, Inc. Package Design and Summary ©MCMLXXXIX Evart Enterprises, Inc. All Rights Reserved. ©MCMLXXXIX Titan Sports, Inc. Photos: Titan Sports, Inc.

WWF WRESTLING SPOTLIGHT

Publisher & Editor-In-Chief
Tom H.W. Emanuel

Executive Editor
Edward R. Ricciuti

Photography Director
Stephen H. Taylor

Art Director
Susan L. Fox

Production Manager
Alina L. Reluzco

Photo Editor
Bob Nover

Staff Photographer
Tom Buchanan

Typography
Linda L. Nishball

Technical Advisor
Howard Finkel

Circulation Manager
Roy M. Green

Subscription Director
Jean Bingham Abbott

Staff Writer
Lou Gianfriddo

Field Editor
Keith Elliot Greenberg

Copy Editor
Midge Bacon

Assistant Art Director
Mark Tobias

Art Associates
Troy Santi
Greg Mursko

Advertising Sales
Craig Cassanelli
757 Third Avenue
New York, NY 10017
(212) 593-2228

WWF WRESTLING SPOTLIGHT, is published quarterly by TitanSports, Inc., 1055 Summer Street, Stamford, CT 06905. Single copy price $2.25 in the United States, $3.00 in Canada. Printed by R.R. Donnelley & Sons, Mattoon, Illinois Manufacturing Division. Distributed by Curtis Circulation Company, 433 Hackensack Ave., Hackensack, NJ 07601. Hulk Hogan, Hulkster and Hulkamania are trademarks of the Marvel Comics Group, licensed exclusively to TitanSports, Inc. WrestleMania, WWF, all other distinctive names and all character likenesses used herein are trademarks of TitanSports, Inc. All Rights Reserved. ©1989 TitanSports, Inc. The entire contents of this publication are copyright 1990 by TitanSports, Inc. All Rights Reserved. Nothing in this issue may be reproduced in any manner without the express written consent of TitanSports, Inc. We are not responsible for unsolicited material sent to us. 1989 TitanSports, Inc.

PRINTED IN U.S.A.

A Note From The Publisher

Cover Photo: Steve Taylor

WHEN WE began putting together this issue of *WWF Wrestling Spotlight*, Ax and Smash of Demolition were former WWF Tag Team Champions. Lo and behold, before we were finished writing the issue, Ax and Smash were once again holders of the tag team belts. The Brain Busters, Tully Blanchard and Arn Anderson, had tried to avoid a rematch with the burly duo of Ax and Smash. However, Demolition so successfully hounded the Busters that Blanchard and Anderson—with their manager, Bobby "The Brain" Heenan—had no choice but to give Ax and Smash a chance to reclaim the title, which they did with admirable effectiveness. Our congratulations go out to them.

Given the circumstances, this issue of *WWF Wrestling Spotlight* is quite timely. It is, by the way, our first *Spotlight* on a tag team. What better way to start than to focus on the team that rules the ranks—and claims it will continue to do so for a long time to come.

Ax and Smash seem supremely confident that they will hold onto the belts. Note that we said "confident," not "cocky." Demolition knows that formidable competition awaits and that Heenan—wild with anger over the loss—is scheming to overthrow the champions.

Tom Emanuel

Tom H.W. Emanuel
Publisher &
Editor-in-Chief

A Ravaging Retrospective

by Keith Elliot Greenberg

Ax And Smash Have Redefined Tag Team Wrestling

THEIR FACES MASKED in black leather and spikes, the eerie duo marching to the wrestling ring for the first time silenced the humming crowd with curiosity and fear. The intrigue continued as the tandem stepped through the ropes in high boots the color of midnight in a forbidden city. Before proceeding to dismantle their adversaries with the mercy of a nuclear holocaust, the pair removed their studded hoods, revealing grimacing faces smeared with forbidding designs.

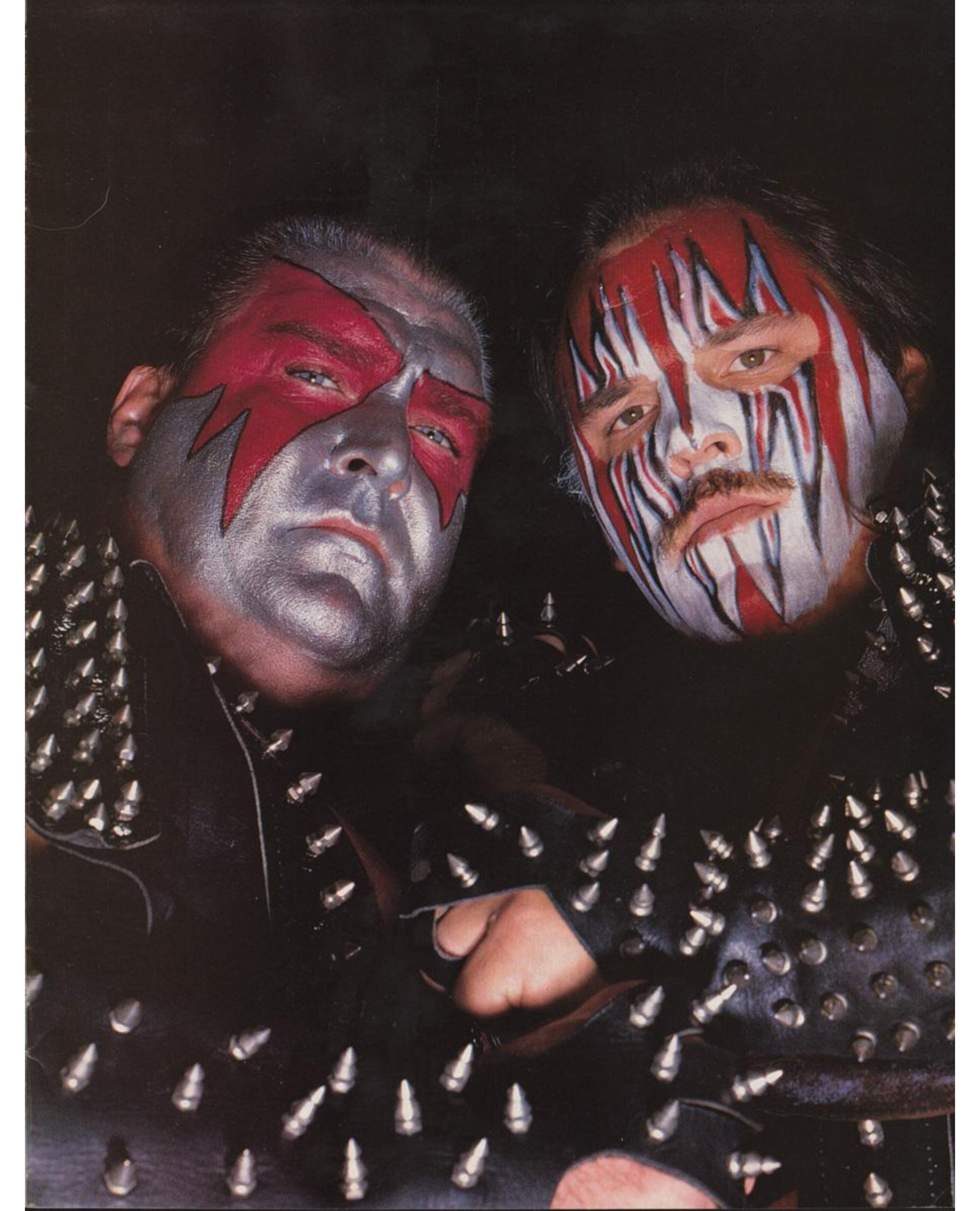
"Who are these guys?" more than one spectator asked.

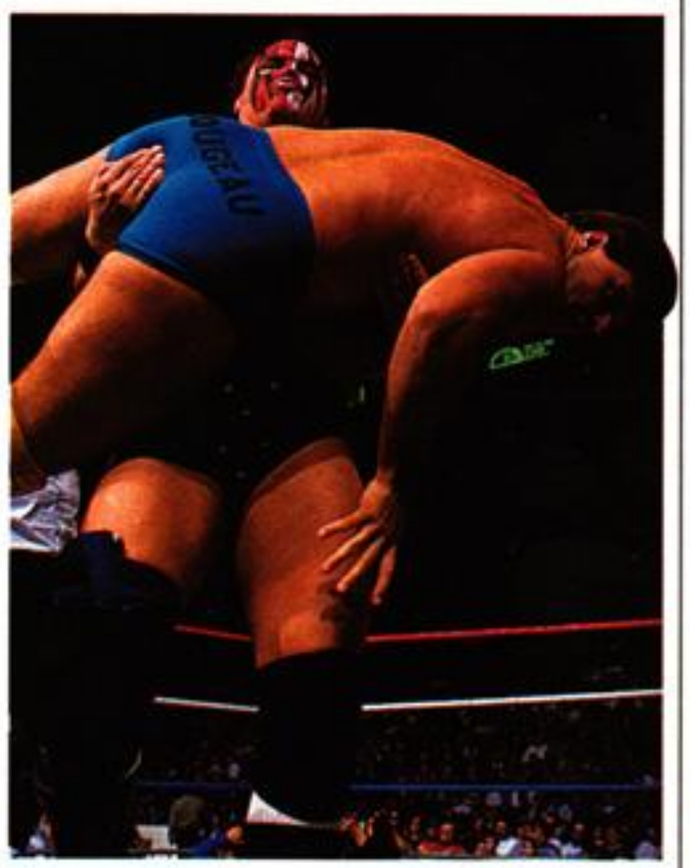
The word "Demolition" was as appropriate an answer as one would ever get. Pummeling their foes with simultaneously delivered axhandles across the back and elbows off the turnbuckles, Ax and Smash would redefine destruction—and WWF tag team wrestling—forever.

"The days of the pretty boys are over," Smash declared after an early victory. "Demolition plays as dirty as its name. A new era of tag team combat is beginning."

Indeed, two-time WWF Tag Team Champions Ax and Smash are primarily responsible for a number of recent trends in four-man competition: the creation of bulkier squads, such as the Powers of Pain and Twin Towers; the necessity for finesse-oriented twosomes, like the Rockers, to perfect brawling maneuvers; the emphasis on doing the

Since entering the World Wrestling Federation, Ax and Smash of Demolition have established a reputation for being a totally destructive tandem.





most amount of damage during those fleeting moments when both partners are in the ring at the same time.

"Demolition set the pace," says longtime WWF commentator and former grappler Gorilla Monsoon. "First, Ax and Smash obliterated all the rules. Then, they rewrote them. Now everyone has to compete by Demolition's standards, or they can't compete at all."

When Ax and Smash jumped from their original manager to the stable of Mr. Fuji, they made a regrettable decision. "Fuji really sold us a bill of goods," Ax laments. "He told us that he was the only man capable of harnessing our raw energy, that he could develop strategies for our power and get us the WWF championship. Well, Demolition was *destined* to hold the title—we didn't need a leech like Fuj the Stooge to win anything. They say you live and learn. I've lived enough to learn that the only place for backstabbers like Fuji is the intensive care unit."

Under Fuji's influence, however, it was usually Demolition's opponents who were hospital-bound. Two of the earliest victims were Jacques and Raymond Rougeau. The Rougeaus started the bout by trying to wear down their beefy foes with arm twists. The Quebec-born brothers hoped that, with their arm strength diminished, Ax and Smash would be incapable of executing their usual brute force moves. But the Rougeaus had never encountered a tag team with Demolition's animal-like might and unquenchable drive. They muscled their way back into the match, hurling Jacques and Raymond over the top rope and then—refusing to heed the referee's warnings—following the pair onto the arena floor to administer more savagery. Both teams were counted out of the ring, but Demolition came away from the match feeling victorious.

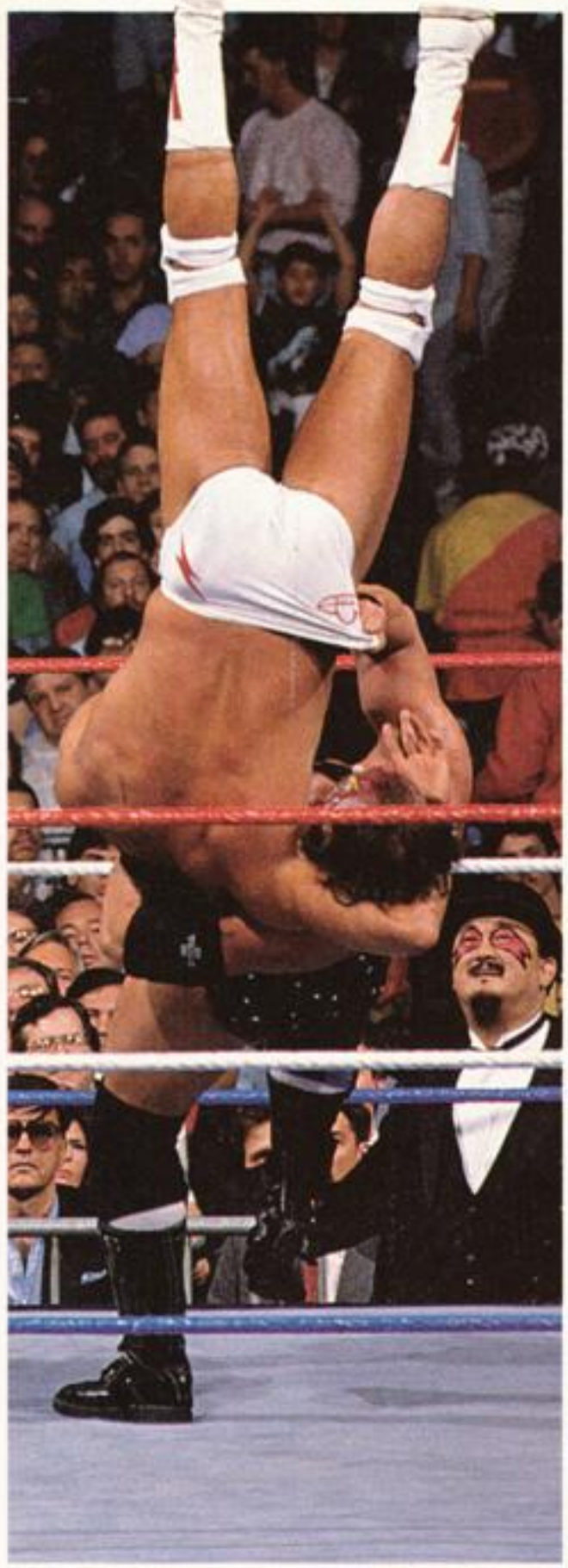
"At that stage of our career, we really didn't care about losses and victories," Ax explains. "All we cared about was being what we are—Demolition. We were out to make an impact, sending a message to the wrestling world by making curry out of our opponents. Or, in the case of the Rougeaus, French onion soup."

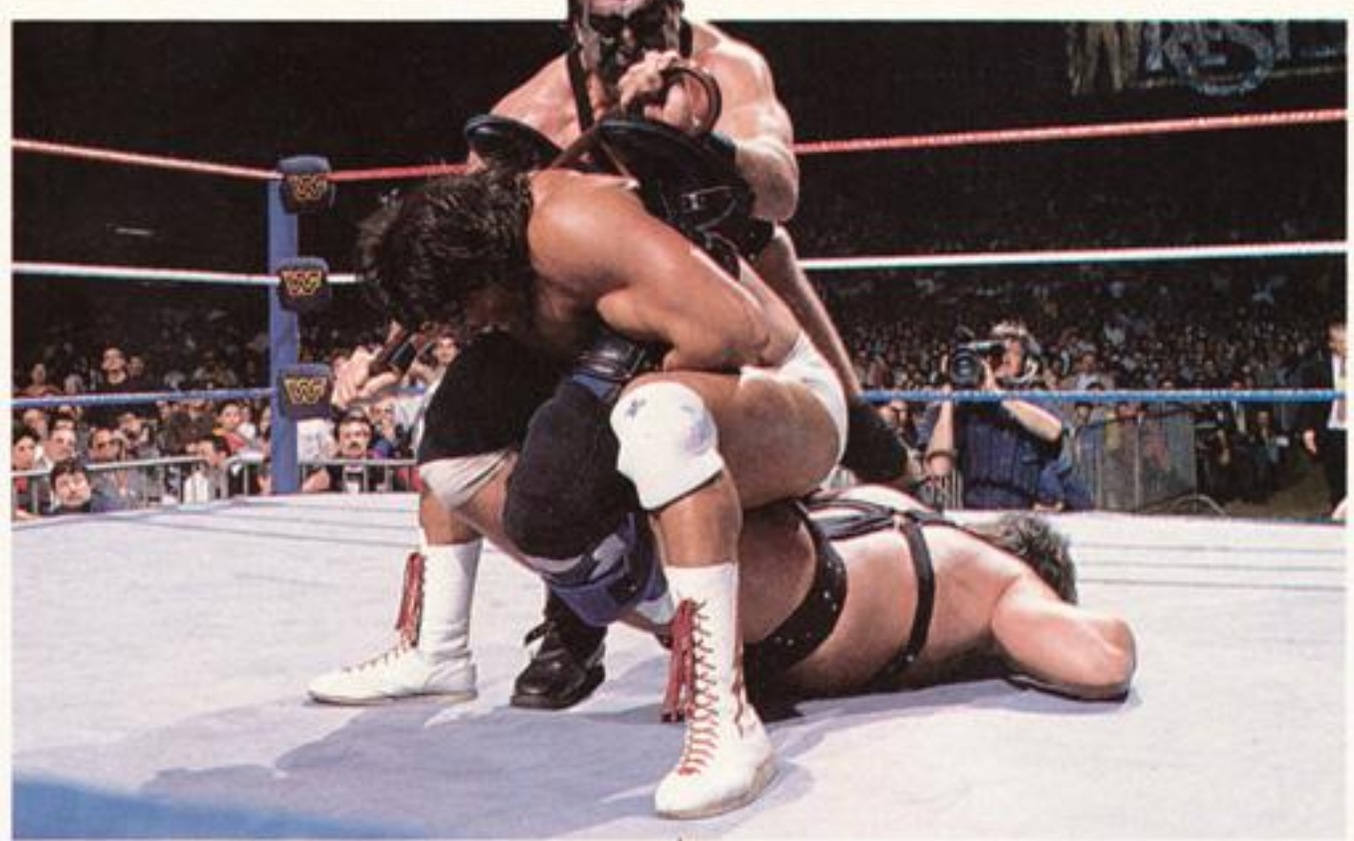
The duo's recipes for devastation soon garnered them a shot at the title belts, held by Rick Martel and Tito Santana. At the time, the champs—known as Strike Force—were considered the most accomplished team in wrestling. Both men were adept at aerial maneuvers, high-speed moves, quick tag tactics, technical specialties like Boston crabs and figure-four leglocks and—when necessary—basic fisticuffs.

But they were not ready for Demolition. And that would not only result in the loss of a championship but also the breakup of one of the sport's greatest combinations.

Demolition's initial opponents upon coming to the WWF were the Fabulous Rougeau Brothers, Jacques and Raymond, whom Ax and Smash handled effectively. Under the thumb of cunning manager Mr. Fuji at the time, Demolition suplexed, battered and choked all who opposed them.

The championship bout, at *WrestleMania IV,* began in Demolition's favor. Smash pounded Martel to the canvas with a series of axhandles. It was clear that Strike Force was not going to win with power, and Martel was forced to dip into his reservoir of wrestling knowledge to avoid an embarrassing pin. He seized his opportunity when Smash whipped him into the ropes. As Martel ricocheted back, he ducked under a clothesline, bounced off the opposite strands and flew at his opponent with a cross-bodyblock attempt. Smash stunned the millions watching the match around the world by showing that he also could think on his feet. He caught Martel in midair and prepared to slam him. Had Santana not dashed across the ring and drop-





kicked his partner onto Smash, the belts might well have changed hands at that moment.

As the match wore on, desperation motivated Strike Force to battle back. Martel grabbed hold of Smash's timberlike arm and Irish whipped him, following up with a backdrop and dropkick. Ax tried intervening but was caught by an axhandle from the surging Martel and a flying tackle from Santana. Now it looked as if Strike Force would take the bout, as Martel turned Smash over for the Boston crab.

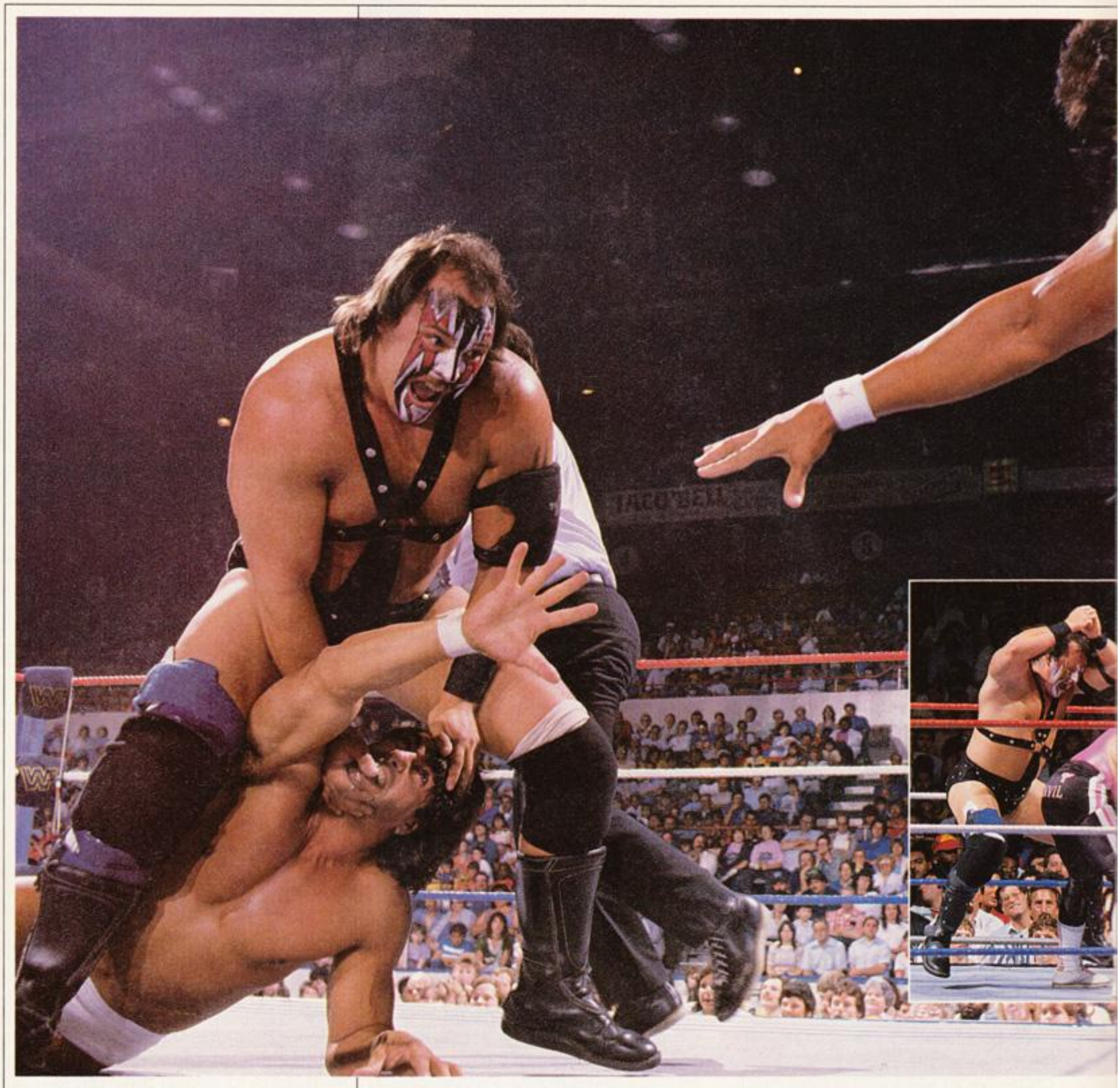
It was time for Fuji to shift the contest back in his team's favor. The manager climbed onto the ring apron, trying to distract Martel. Temper flaring, Santana raced across the ring and laced into the manager, forcing him to drop his cane in the ring. While the referee tried separating the two, Ax lifted the object, bashed Martel with it and left the ring just before the arbiter turned to see Smash covering his foe for the pin.

"I'm not particularly proud of the way we won the championship," recalls Smash. "But this is professional wrestling, and you do whatever's necessary. Looking back, I know we didn't need Fuji around to win. And I kind of admired the way Santana raced across that ring to defend his team. I think he's ten times the man Martel is, when it comes to class."

Santana may have had similar sentiments. It is now common knowledge that following their championship loss, a serious rift developed between the Strike Force components. Martel accused his partner of not carrying his weight in the squad, as a frustrated Santana pleaded with his teammate to shelve their differences and forge ahead. Demolition, in the meantime, was starting its championship reign according to plan: dividing and conquering the No. 1 contenders.

But Fuji wanted to do more than simply rule through intimidation—he wanted to dominate through treachery. Still believing that Strike Force was the most serious threat to Demolition's reign, the manager ordered his men to put either Santana or Martel out of wrestling.

Busting bodies was never difficult for Demolition, and Ax and

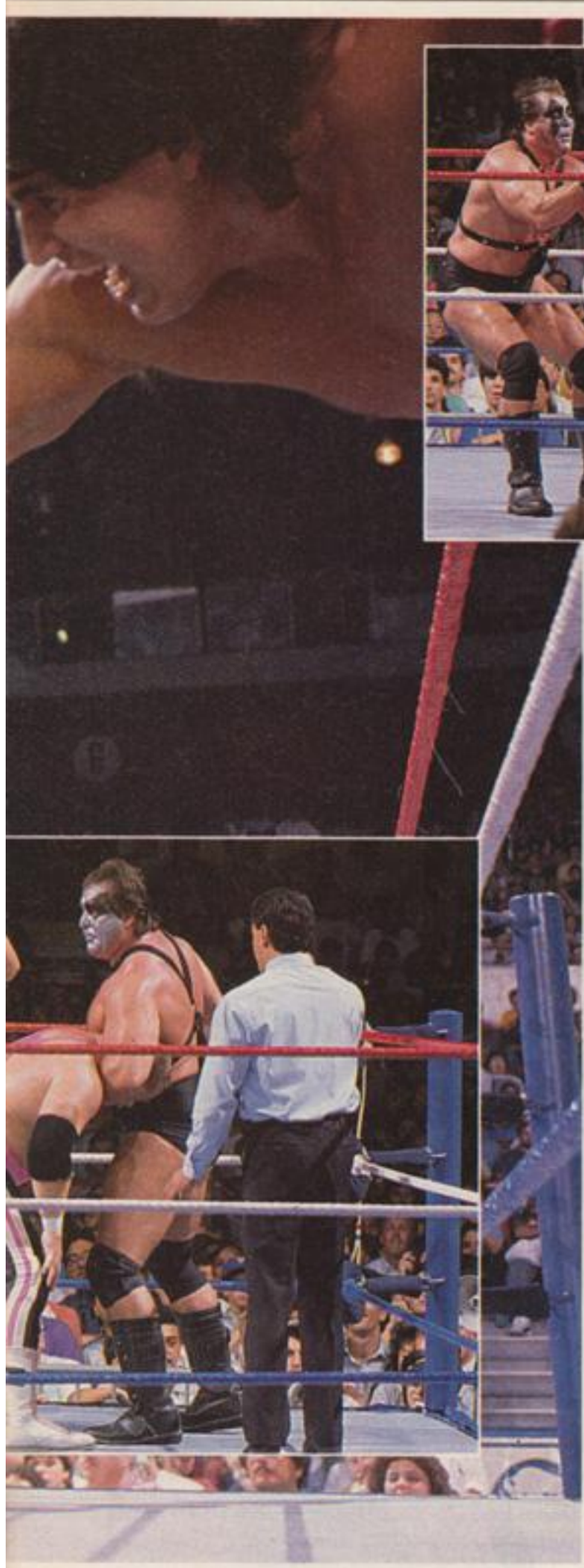


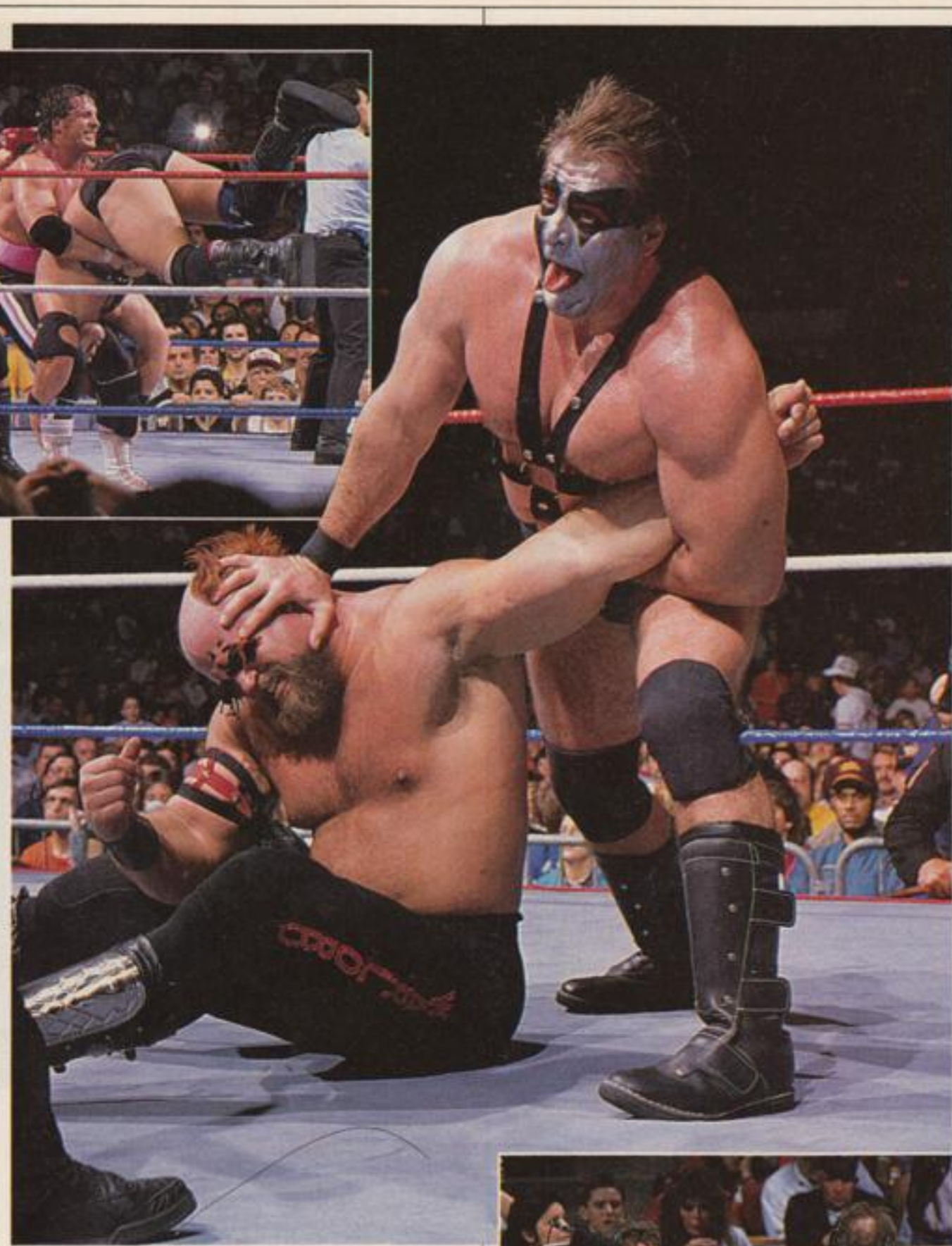
Smash followed their manager's orders with terrifying precision. During a bout at Oakland, California's Coliseum Arena, Smash charged across the ring and forearmed Martel across the back of the neck as he placed Ax in the Boston crab. After several more blows, Martel was knocked to the arena floor, where Smash lifted a chair and pulverized his opponent with blows across the back, neck and shoulders. With Fuji encouraging the carnage, Smash draped the unconscious Martel over his knee, and Ax lowered a vicious elbow from the ring apron.

When Martel left the arena in an ambulance that night, the victim of a back injury that would keep him out of the ring for months, he left a piece of himself shattered at ringside. No longer would his name be synonymous with fair play. At *WrestleMania V,* he would abandon Santana in the ring and soon take on the devious Slick as his manager.

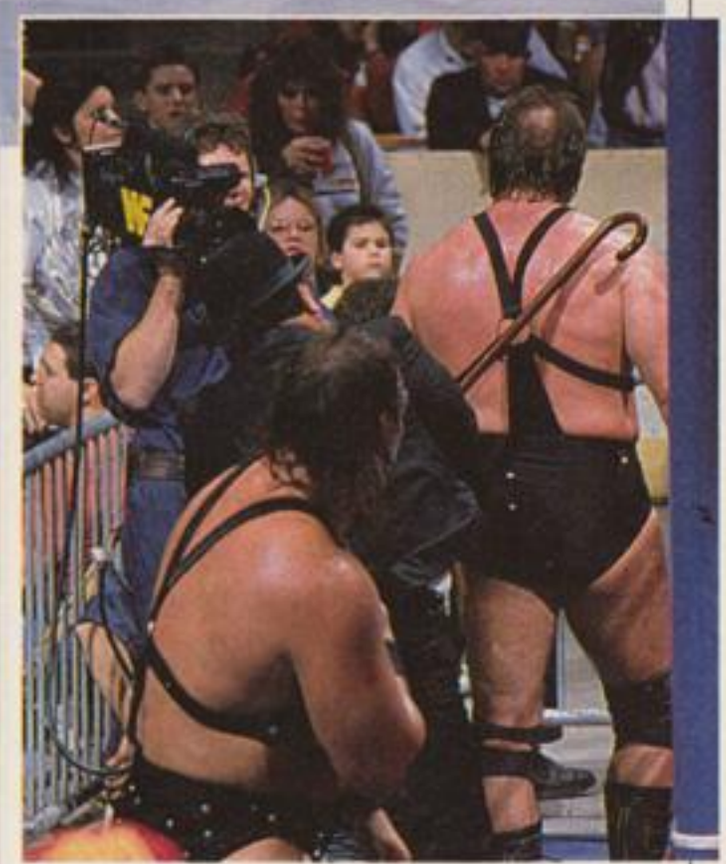
Blame it on Demolition. Once again, they changed the face of professional wrestling.

But that didn't stop the contenders from coming at them. After Strike Force was vanquished, another squad of ex-titlists challenged Demolition. Bret "Hit Man" Hart and Jim "The Anvil" Neidhart, the Hart Foundation, had recently canned their longtime manager, Jimmy "Mouth of the South" Hart, and aimed to celebrate their independence by pinching the tag team crown at *SummerSlam '88.* Fuji immediately moved to rain on the ex-champions' parade by contacting their onetime adviser and acquiring the pair's training secrets. Jimmy Hart even accompanied





Demolition captured the WWF Tag Team Title at* WrestleMania IV *and later defended it against the Hart Foundation at* SummerSlam *'88, when Demolition double-teamed the Harts. From there, Demolition battled the Powers of Pain at the* Survivor Series. *During this match, Demolition severed ties with Mr. Fuji.



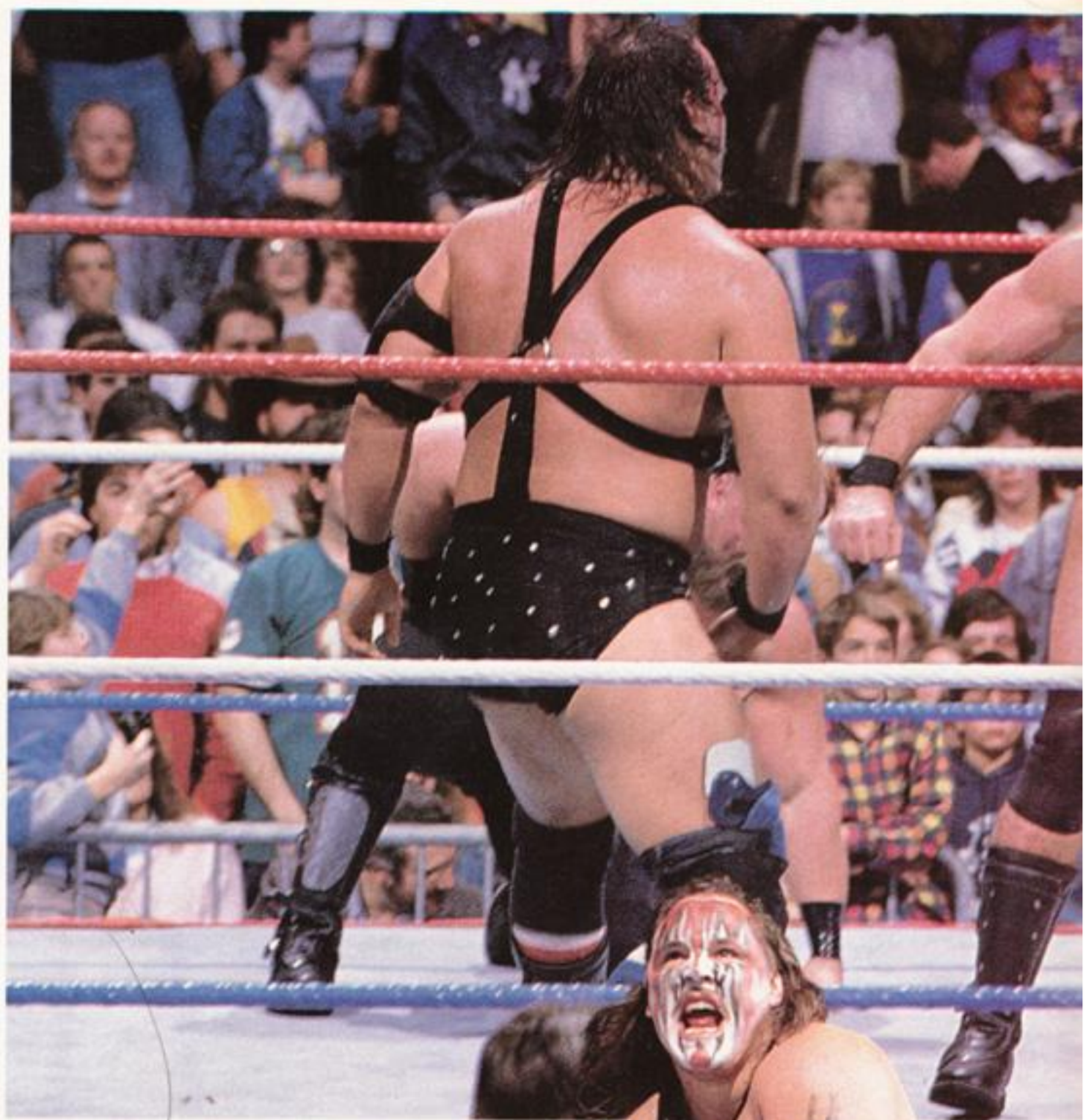
Fuji to ringside for the big match.

The Hart Foundation was clearly disturbed and distracted by the presence of their former mentor. Soon after the bell rang, a raging Neidhart chased Jimmy Hart back to the dressing room—allowing Demolition to double-team Hit Man.

This exchange set the tone for the rest of the match. Although Demolition gained the edge on many occasions with sheer might, outside help would be the deciding factor in the championship defense.

Late in the bout, Fuji hopped onto the ring apron, prompting the Anvil to charge and pummel the unpopular manager. While the referee tried to maneuver Neidhart back to his corner, Bret Hart—the legal man in the ring—prepared to piledrive Smash. Suddenly, Jimmy Hart darted out of his dressing room and tossed his megaphone to Ax, who smacked it across Hit Man's head. The referee turned around after Bret had already slumped to the canvas, and Smash fell on him for the pin.

"If there's any victory I decided to give back, that might be it," reflects Ax. "Smash and I were foolish to ever believe that worms like Fuji and Jimmy Hart were helpful. The Hart Foundation's an excel-



lent tag team, and it would have been more enjoyable beating them man-to-man—especially on a card as important as *SummerSlam*."

Questionable tactics notwithstanding, Demolition had created an aura of infallibility. Whether relying on powerhouse moves or their manager's schemes, Ax and Smash turned away all contenders. For a while, it appeared that no team in professional wrestling could touch them.

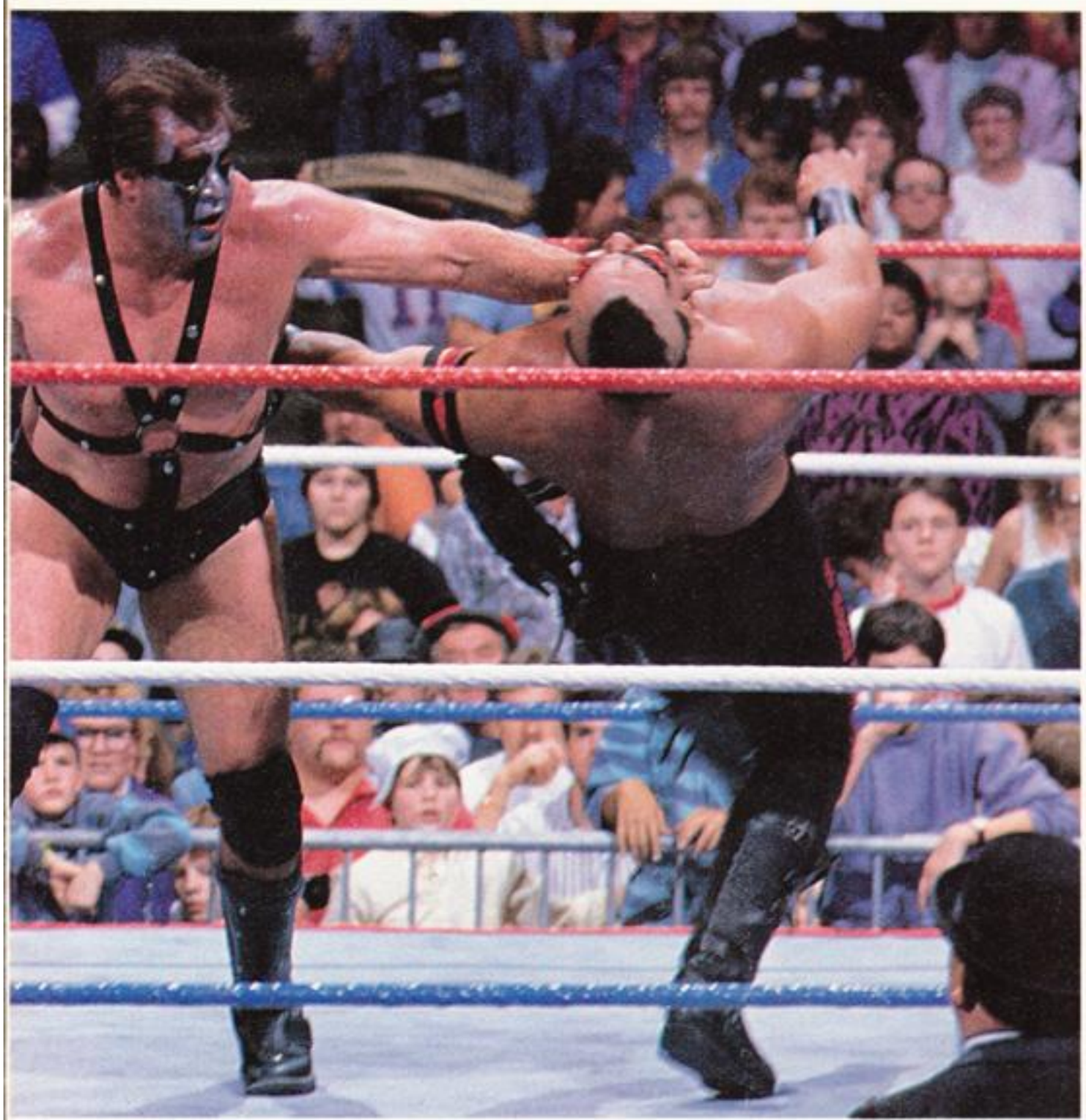
Enter the Powers of Pain. Like Ax and Smash, Warlord and Barbarian were fearless, granite-bodied monsters who seemed sent to the World Wrestling Federation from another planet. From the moment they entered the league, the newcomers made no secret of their target. Their plan was to blitz Demolition, taking the tag team belts before Ax and Smash knew what had hit them.

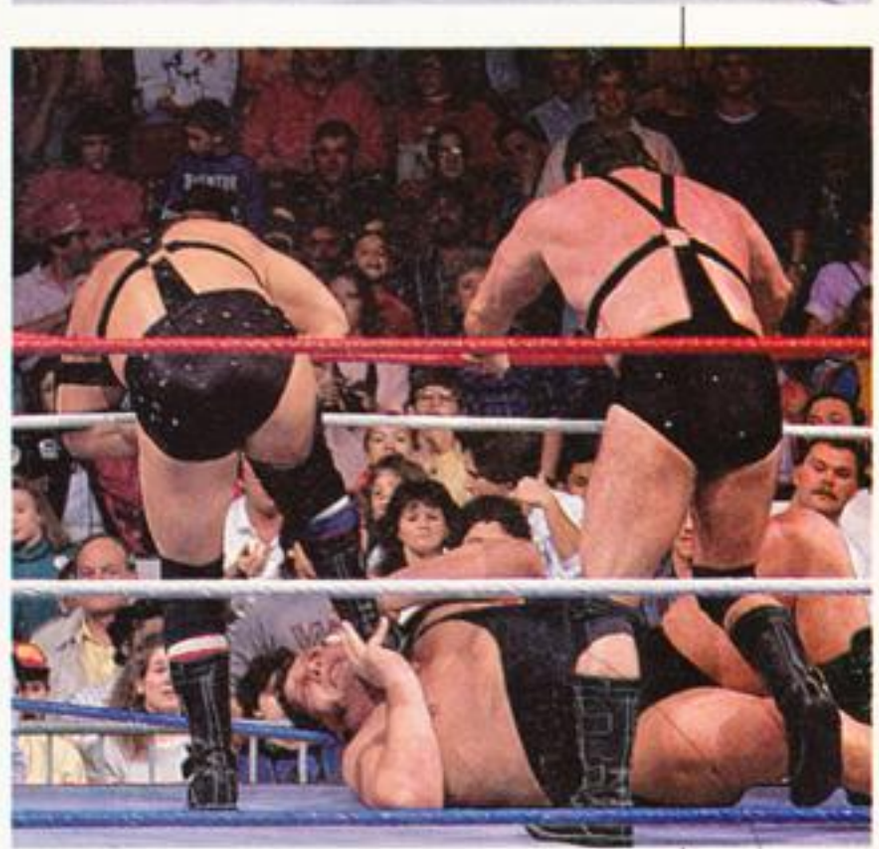
Mr. Fuji had his own ideas about how to deal with the Powers of Pain. But Ax and Smash were not receptive. After following Fuji's underhanded strategies in the ring for far too many months, the champions were fed up. They wanted to use their considerable abilities to overtake the Warlord and Barbarian.

Rightfully fearing that he had lost control of his duo, Fuji went searching for a replacement. In the Powers of Pain, he found a squad capable of Demolition's brutality. The one difference was that Warlord and Barbarian were willing to adhere to "the master's" orders.

Ax and Smash were completely in the dark about their manager's intentions when he led them to the ring for the *Survivor Series* on Thanksgiving night, 1988. The champions were co-captains of a team that included the Brain Busters, Fabulous Rougeau Brothers, Conquistadors and Bolsheviks. The opposing captains, the Powers of Pain, oversaw a squad of the Young Stallions, Hart Foundation, British Bulldogs and Rockers. Before the night was over, the captains of both teams would switch allegiances.

The rules of the match specified that, once a man was defeated, his regular tag team partner had to accompany him to the showers. Not surprisingly, Demolition and the Powers of Pain were the dominant forces in the match. What shocked the crowd, though,





Throughout 1988 and into 1989, Demolition warred violently with the Powers of Pain, cutting them down with brawling and clotheslines. Then, at the* Royal Rumble*, Ax and Smash battled one another before turning their devastating teamwork toward Andre the Giant.

was the fact that the Conquistadors —the underdogs in the bout—also fought on to the bitter end. However, their elimination seemed relatively simple, once Demolition got past the Powers of Pain. Smash was well on his way to achieving this—working over Warlord's arms—when Fuji climbed onto the ring apron and began waving his cane. The gesture stunned the fans, since Demolition enjoyed the lead and Fuji was risking disqualification for them.

Ignoring the adviser, Smash continued the assault on the injured limb. Ax tagged in, wrenching the arm while Smash headbutted it.

"Put him away," Ax yelled once he stepped to his corner, and Smash was happy to comply. He snapmared the Warlord, worked over his arm again, then floored him with a clothesline. Preparing for a pin attempt, Smash bounced off the ropes—but Fuji held the strands open, so the combatant fell backward onto the arena floor for a count-out.

At ringside, a livid Ax confronted the manager. Fuji faced him defiantly, rapping him twice with the cane and declaring, "I'm the boss." Ax turned around, disgusted—only to be belted with the weapon across the shoulder blades. What Fuji did not see was a vengeful Smash coming up behind him. With the manager's attention elsewhere, Smash lifted the adviser and tossed him into the arms of Ax, who then bodyslammed him.

A prior arrangement between the Powers of Pain and Fuji was apparent when—as Demolition stalked back to the dressing room —the Warlord and Barbarian picked up and brushed off the adviser. Fuji reciprocated by jutting his cane into the ring, hooking a Conquistador's leg and positioning him for a Barbarian headbutt off the top ropes.

Thanks to their new manager, the Powers of Pain were *Survivor Series* victors. But Demolition did not intend to let them celebrate. They charged the ring from the dressing room, with Smash bodyslamming Barbarian while Ax did the same to the Warlord. Then, Smash whipped Barbarian into a clothesline from Ax. Feeling the rage of his former charges, Fuji ordered his men to flee.

"Everything became so clear at the *Survivor Series,*" Smash says. "Once we decided to use our own minds, Fuji couldn't handle us. The Powers of Pain might look

big, but we have a total advantage over them. We're thinking for ourselves, while they're brainless puppets. Plus, our time with Fuji taught us all about his twisted mind —and how to fight it."

But Ax and Smash also realized that, under Fuji's tutelage, the team had acquired an uncommon ruthlessness. In order to find the fury within themselves, they would have to take extreme measures.

Neither man was afraid of the challenge, as proved by their

WrestleMania V ***saw Demolition wrestle the Powers and Fuji. After Smash suffered a kick by the Barbarian, Demolition double-teamed the Warlord.***

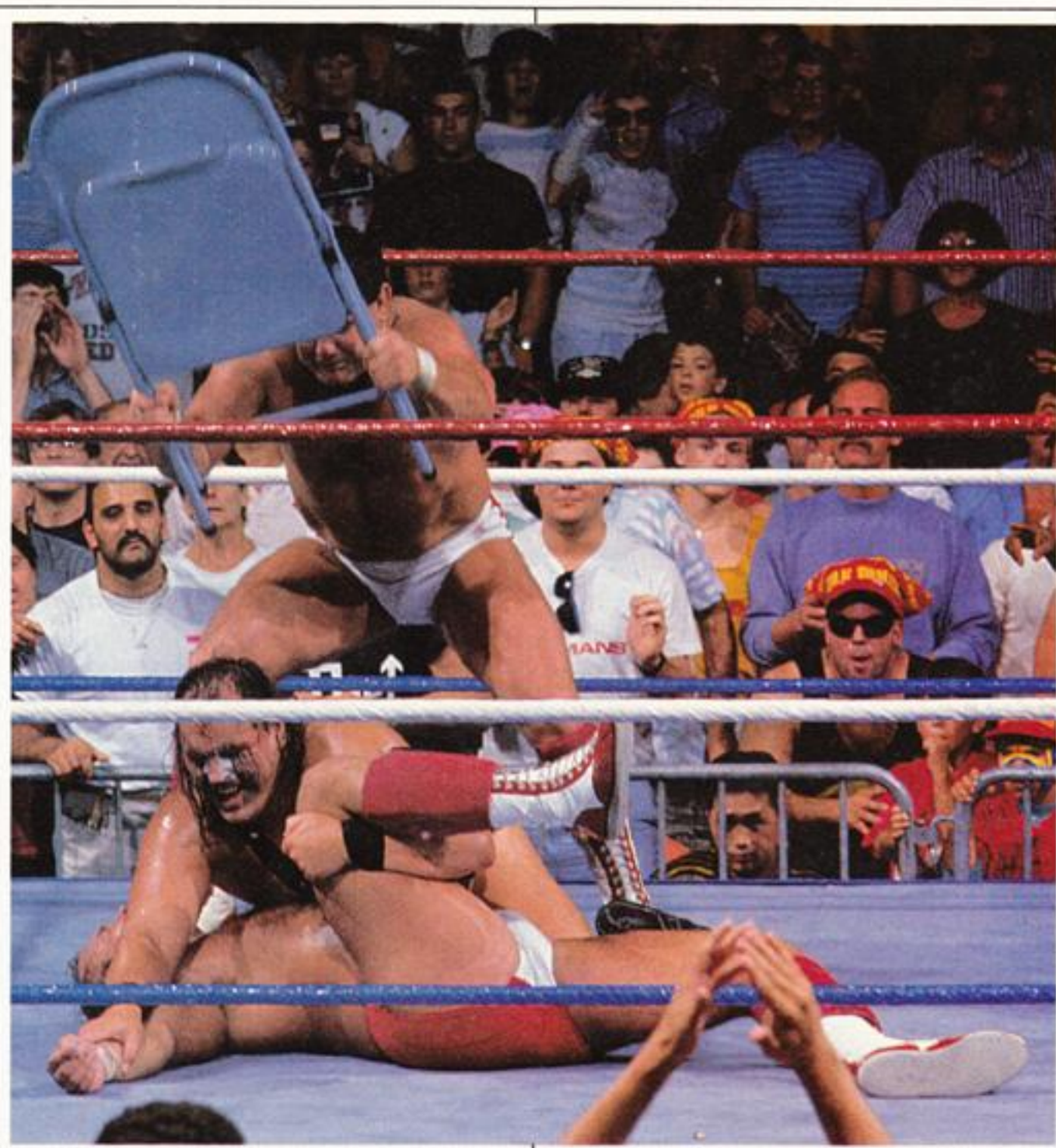
exchange at the *Royal Rumble*. The rules required the 30 participants in this battle royal to draw lots, then enter the ring—in numerical order—every two minutes. Of course, the men picking numbers one and two would go at each other from the starting bell—which is precisely what happened to Ax and Smash.

The spectators buzzed excitedly when Ax was the first man to step through the ropes, followed closely by Smash. The partners eyed each other for a moment, then—like the warriors they are—locked up in combat. Each tried unsuccessfully to shoulderblock the other to the canvas, before Smash whipped Ax into a corner and charged him. Ax responded by lifting a leg, kicking his partner in the face and following with a clothesline. Smash showed amazing resiliency, recovering to ax-handle his teammate across the back and drape him over the ropes. At the two-minute mark, the partners were going punch-for-punch. But they quickly halted their fisticuffs to pool their resources against the third entrant, Andre the Giant. A double clothesline from Demolition swiftly sent the huge Frenchman to the mat.

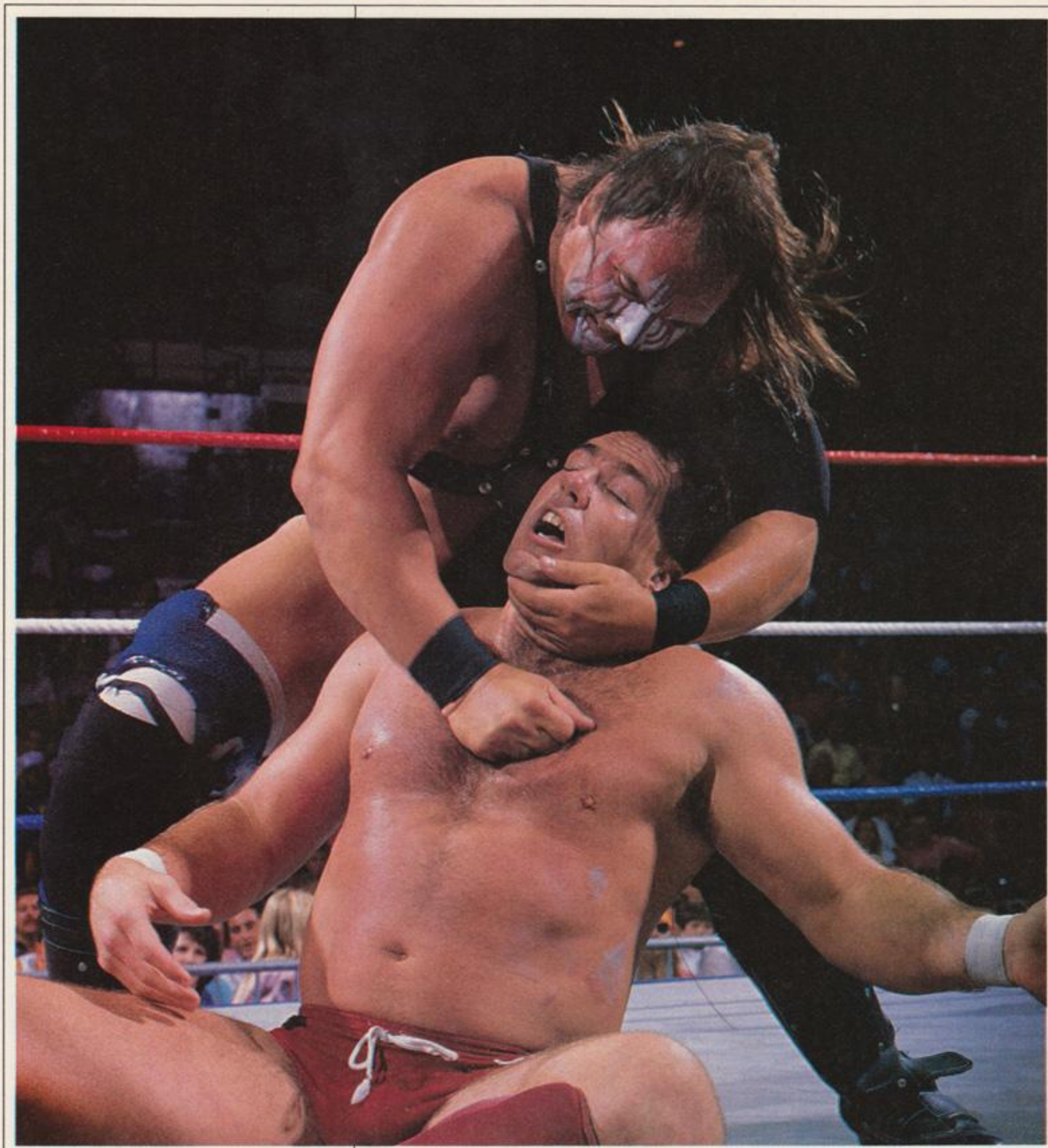
"A lot of people thought that Demolition would break up after that little tussle," Smash laughs. "But you can't figure out Demolition. When I was going at Ax, I was giving it my all to crush him. That's the name of the game—winning. But as soon as that Giant came in, Ax and I were allies again. After fighting each other in the ring, we know how dangerous the other man can be and have more confidence in Demolition as one indestructible unit."

With this awareness, Demolition decided to vent their newfound anger on the man who helped them snare the title—Mr. Fuji—in a special bout at *WrestleMania V*. The match pitted the champions against the Powers of Pain *and* their manager. The reasons for entering this three-on-two confrontation were twofold. Demolition wanted to isolate and humiliate Fuji in the match, while proving their superiority to the Powers of Pain by beating them when the odds were in their favor.

Well-schooled in Fuji's rule-bending strategies, Demolition



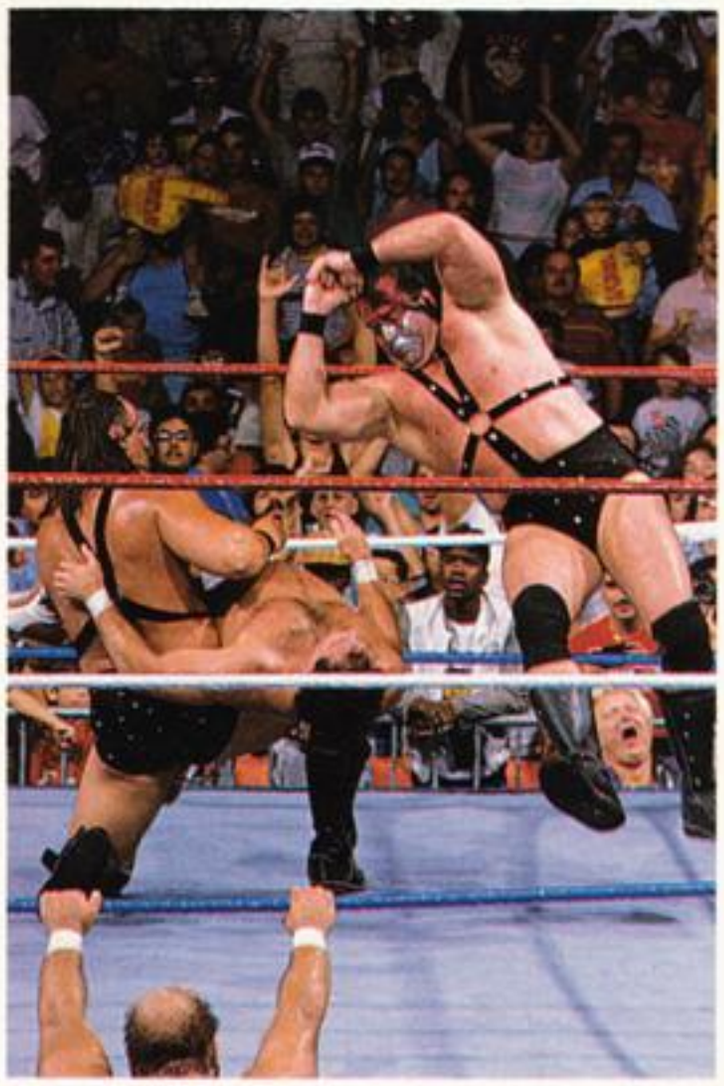
In the summer of 1989, Demolition lost the belts to the Brain Busters when Andre threw a chair to Tully Blanchard, who cracked it over Smash's head, enabling the Busters to walk away with the belts, while an enraged Demolition walked off.



was prepared when the manager produced a packet of salt in the heat of battle. Smash waited patiently while the Warlord held his arms and Fuji released the substance. At the right moment, Smash ducked, delighted because the Warlord was temporarily blinded by the salt.

Now, Ax and Smash were able to have their way with their ex-manager. They crunched him with their patented decapitation elbow from the second turnbuckle, scoring a most satisfying win.

Several months later, however, Demolition would fall victim to the roguery of another WWF manager, Bobby "The Brain" Heenan, in a two-out-of-three-falls bout against his team the Brain Busters, Tully Blanchard and Arn Anderson. Demolition was enjoying a decisive lead. They took the first fall when Smash squeezed Anderson in a bearhug, dropped him neck-first across the top rope and tied him up for the pin. In the second fall, Ax and Smash were so involved in pummeling Blanchard that they did not hear the referee's orders to cease double-teaming and were disqualified. Sensing defeat, Heenan summoned protégé Andre the Giant from the dressing room. As Ax clotheslined Anderson and covered him for the pin, the manager distracted the arbiter, giving Andre



Less than four months after Demolition lost the WWF Tag Team Championship, they regained it. Ax and Smash pounded their opponents before finishing them off with the Demolition decapitation to get the win.

time to slip a chair to Blanchard. The Brain Busters blasted Smash with the weapon, setting him up for a pin by Anderson.

Never did Ax and Smash doubt their capability of recapturing the title. Associates suggested enlisting other wrestlers at ringside to counteract the Heenan family, but Demolition refused. If their first championship win was tainted, they said, their second would be achieved through their own mighty talents.

Those talents were evident in the title-winning match with the Busters. Well-versed with the danger posed by a raging Ax and Smash, Blanchard and Anderson sought to control the bout by double-teaming. However, this only further inflamed Demolition. The Buster's tactics were met with elbows knocking both men out of the ring. When Blanchard was stranded alone with his two opponents, he was swiftly victimized by a double clothesline.

Again, the Busters leaned on their strategy of double-teaming—and again it proved fruitless. With both Brain Busters in the ring, Blanchard tried to Irish whip Smash. The move was reversed, and Blanchard was sent hurtling into his partner.

As a desperation measure, the Brain Busters engaged Demolition in a four-way brawl. To no one's surprise, Demolition won. After Anderson was put away, Smash grabbed Blanchard and positioned him for the grand finale. "Bombs away, sucker," Ax yelled, leaping from the second turnbuckle, lowering an authoritative elbow on Blanchard and neatly pinning him.

Yet another time, Demolition changed the course of wrestling. In this circumstance, their title win caused manager Bobby Heenan to publicly—and uncharacteristically—chastise his team. He announced that he was disgusted with the Brain Busters' effort and was directing his attention away from them onto the duo of Haku and Andre the Giant.

Demolition's reply was typical: "Bring 'em on."

Says Smash, "We know this sport from all sides. We've been loved, and we've been hated. We know the glory, and we know the agony. But when the smoke clears, there's Ax and Smash again holding the belts. Everybody's trying to keep up with us, and they can't. And you want to know something? They never will. *Nothing* will ever stop Demolition." WF

The Perfect Gift for the Holidays!

A MEMBERSHIP IN THE OFFICIAL WWF 1990/91 FAN CLUB

Here's what you'll receive:

- Eight-minute cassette tape of your favorite WWF Superstars' theme music
- Four autographed color prints of Hulk Hogan, The Superfly Jimmy Snuka, Dusty Rhodes and the Bushwhackers
- 12" cardboard stand-up figure of Hulk Hogan
- WWF Fan Club membership dog tag
- #1 WWF Fan ballpoint pen

PLUS!

Membership Certificate, Wallet ID Membership Card, valuable savings off the *WWF Magazine* subscription and WWF merchandise.

As a Fan Club Member, you will also be eligible for a pass for a free ticket to a live WWF event and receive a $10 gift certificate to the WWF Merchandise Catalog. Plus you will receive our quarterly newsletter, *WWF FanFare.*

Send check or charge it (no cash or C.O.D.'s accepted) with order form below.

® Registered Trademark of TitanSports, Inc. © 1989 TitanSports, Inc. HULK HOGAN,™ is a trademark of the Marvel Comics Group licensed exclusively to TitanSports, Inc. All character likenesses are trademarks of TitanSports, Inc. All rights reserved.

1990/91 WWF FAN CLUB MEMBERSHIP RESERVATION FORM

(1990/91 Fan Club membership materials will be available beginning April 1, 1990.)

Please accept this order form to become a Member of the 1990/91 Official WWF Fan Club. Enclose $9.95 plus $1.25 shipping and handling **($11.20 TOTAL)** per membership. Connecticut and Ohio residents add applicable sales tax.

Enclosed is $_____ in the form of:

❑ Check ❑ Money Order ❑ VISA ❑ MasterCard

or fax MasterCard/VISA orders **only** 24 hours a day to **203-978-1124**

Add a total of $2.50 shipping and handling for foreign orders. Canadian orders-U.S. Funds only. ***($12.45 TOTAL)***

ACCOUNT NUMBER

SIGNATURE *EXPIRATION DATE*

For Only $9.95

Plus Shipping and Handling

You Can Join The World's Hottest Fan Club–The Official WWF Fan Club!

NAME *TYPE OR PRINT CLEARLY*

ADDRESS

CITY *STATE* *ZIP*

COUNTRY *PHONE*

RETURN WITH PAYMENT TO: **WWF FAN CLUB, P.O. BOX 3864, STAMFORD, CONNECTICUT, 06905-3864**

Demolition Trivia Quiz

By Larry Humber

THINK YOU know all about Ax and Smash? Find out by taking the Demolition Trivia Quiz.

There are five categories of questions, followed by a special Tough Stuff category. The first five sets of questions are for your entertainment only. There are five questions in each of those five categories, for a total of 25.

Award yourself a point for every correct answer. Anything over 20 is great; over 15, not bad.

The final category, Tough Stuff, will really test you. That's why we're asking readers to send in their answers to that category.

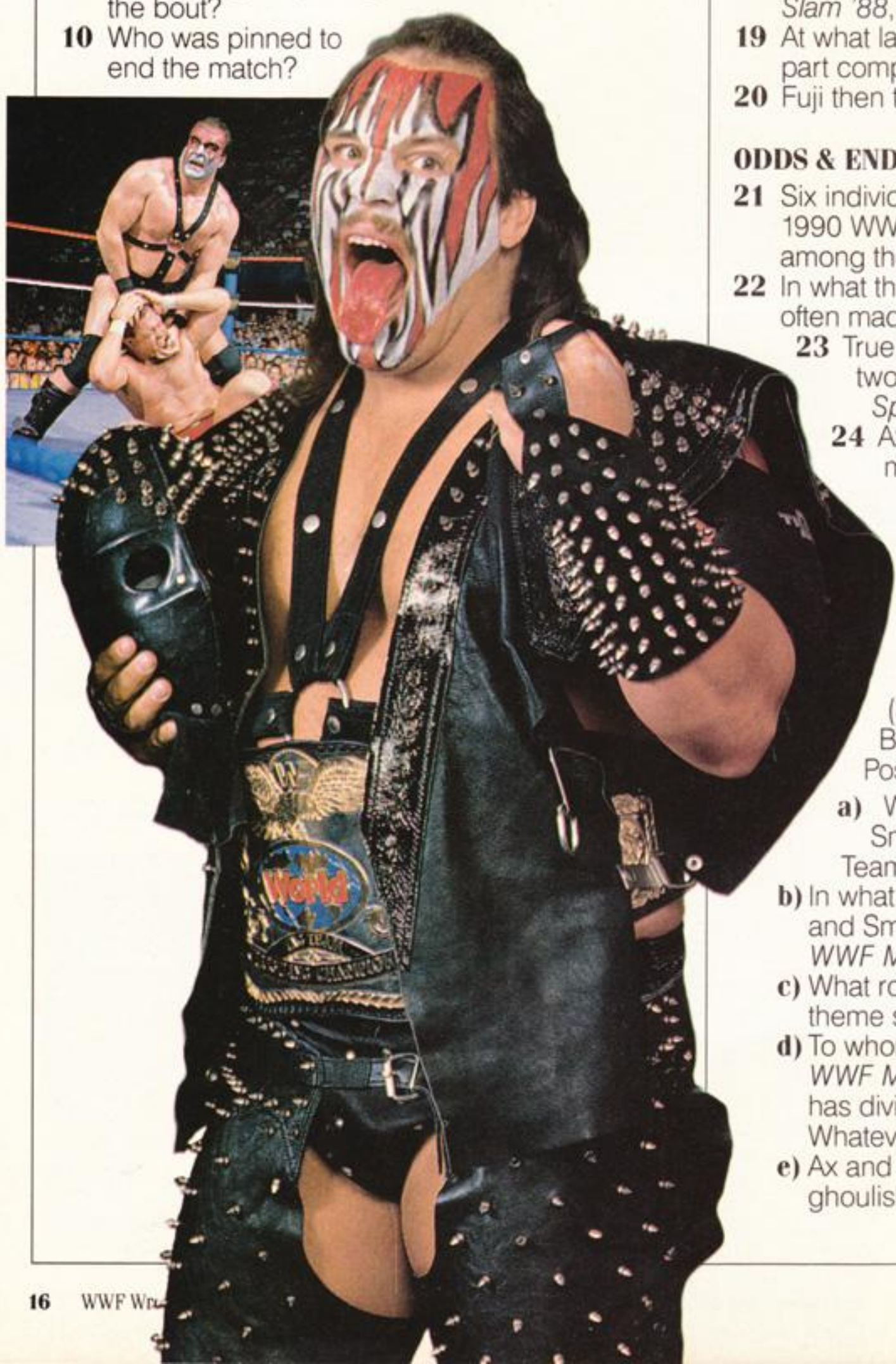
The answers will be published in the next issue of *WWF Wrestling Spotlight*, along with the names of the first five readers who come up with all the answers. They'll receive a free membership to the WWF Fan Club.

TAKING THE TITLE

1 What now-separated twosome did Demolition face at *WrestleMania IV*?
2 What item, belonging to their manager, figured in the outcome of the bout?
3 Who used it against whom?
4 Which member of Demolition was in the ring at the final count, gaining them the title?
5 In what state did Ax and Smash win the title for the second time?

MORE *WRESTLEMANIA*

6 What was unique about the tag team title bout involving Demolition at *WrestleMania V*?
7 Name Ax and Smash's three opponents.
8 True or false: Demolition insisted that the third opponent be allowed to take part in the event.
9 What foreign object figured in the outcome of the bout?
10 Who was pinned to end the match?



THE BELTS ARE LOST

11 Demolition lost the straps to what twosome on a *Saturday Night's Main Event* last July?
12 Who appeared at ringside midway through that bout?
13 What foreign object helped lead to Demolition's defeat that night?
14 Who covered whom to end the bout?
15 Who taunted Ax and Smash by saying, "You ham-and-eggers are through. Trade in your leather and studs, and put in an application at the post office"?

OTHER STRUGGLES

16 With whom did Demolition team up at the recent *SummerSlam*?
17 Whom did they meet?
18 Ax and Smash also participated in *SummerSlam '88*, facing which twosome?
19 At what late 1988 event did Ax and Smash part company with Mr. Fuji?
20 Fuji then took over as manager of what team?

ODDS & ENDS

21 Six individuals are pictured on the cover of the 1990 WWF Calendar. Are Ax and Smash among them?
22 In what three colors are Ax and Smash most often made up?
23 True or false: Ax and Smash are the first twosome to be featured in *Wrestling Spotlight*.
24 Ax and Smash were the first two men in the ring at last January's *Royal Rumble*. The third man in eliminated Smash. Who was he?
25 Ax was later eliminated by Ronnie Garvin, the Honky Tonk Man, Tito Santana or Mr. Perfect?

TOUGH STUFF

(Send answers to *WWF Magazine*, Box 3859, Stamford, CT 06905. Postcards *only*, please.)

a) Who was officiating when Ax and Smash took Strike Force's Tag Team Title at *WrestleMania IV*?
b) In what month of the year 1989 did Ax and Smash appear on the cover of *WWF Magazine*?
c) What rock star penned Demolition's theme song?
d) To whom was Ax referring when he told *WWF Magazine* in August of 1987, "He has divine wisdom like Buddha himself. Whatever he says is golden"?
e) Ax and Smash are big admirers of what ghoulish motion picture villain?

Fall/Winter 1989–1990

The Official
World Wrestling Federation®

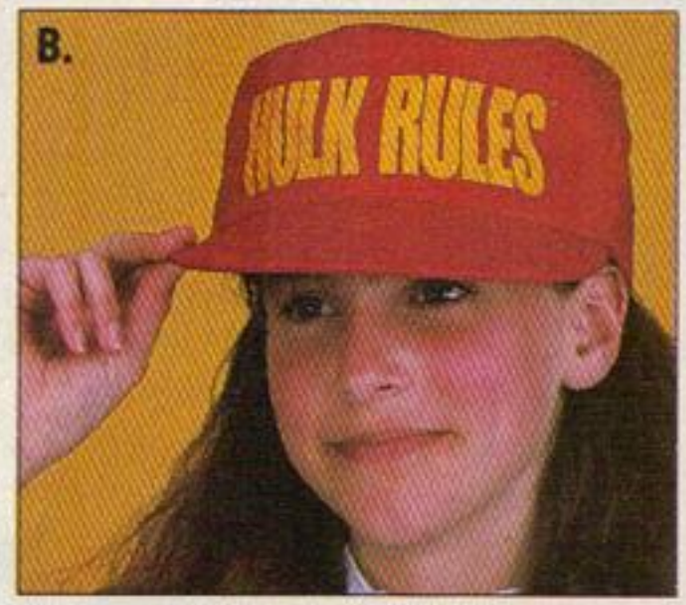
WWF®

MERCHANDISE CATALOG

FREE!
Mystery Gift
See order form for details.
Gift Certificates Available on Order Form.

HULK RULES™

A. Hulkamania™ Mug
Our Hulkamania mug comes in a convenient 12 oz. size with a slosh-proof travel lid. Made of hi-impact plastic, fully insulated construction, keeps drinks hot or cold for hours. Perfect for the car, doubles as a can cooler. Made in the USA, top-rack dishwasher safe.
19-00105 . . . . . $4.95



B. Hulk Rules™ Painter's Cap
You'll be proud to wear this 100% cotton painter's cap in red with a bold Hulk Rules logo in yellow and WWF emblem on top. Adjustable strap, one size fits all. American made.
02-00114 . . . . . $7.95

C.

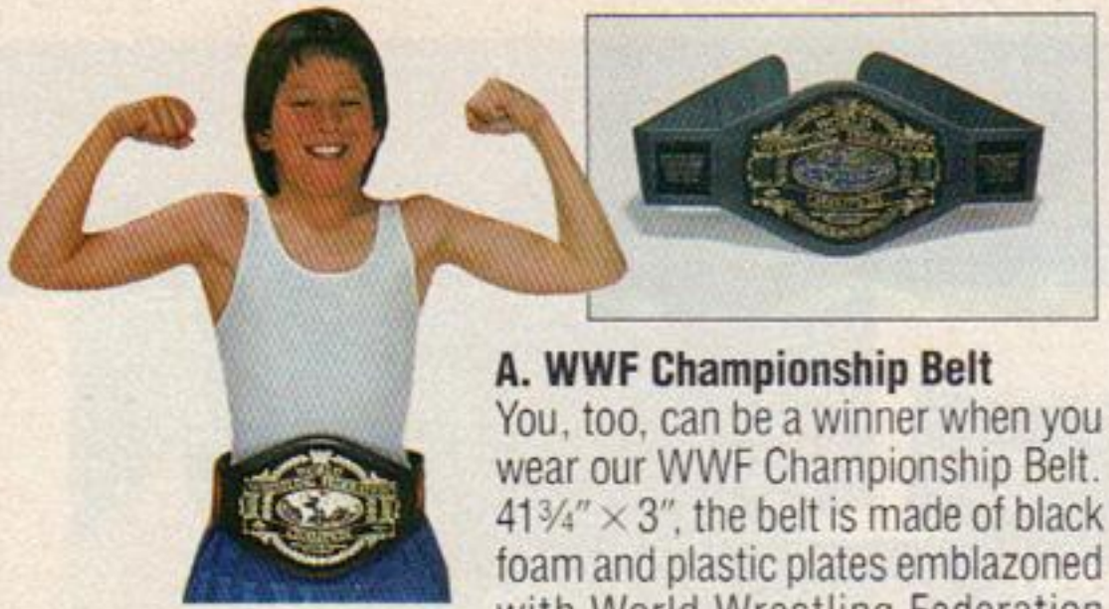
C. Hulk Rules™ Bandana
No one will doubt you're a Hulkster fan when you wear this 22″ × 22″ cotton/poly blend bandana. In red with Hulk Rules and WWF logos in bright yellow. Comes with instructions on how to tie as a bandana or headband. Made in USA.
03-00112 . . . $4.95

CHARGE IT!
(203) 353-2800
Mon–Fri.
9:00 a.m.–5:00 p.m.

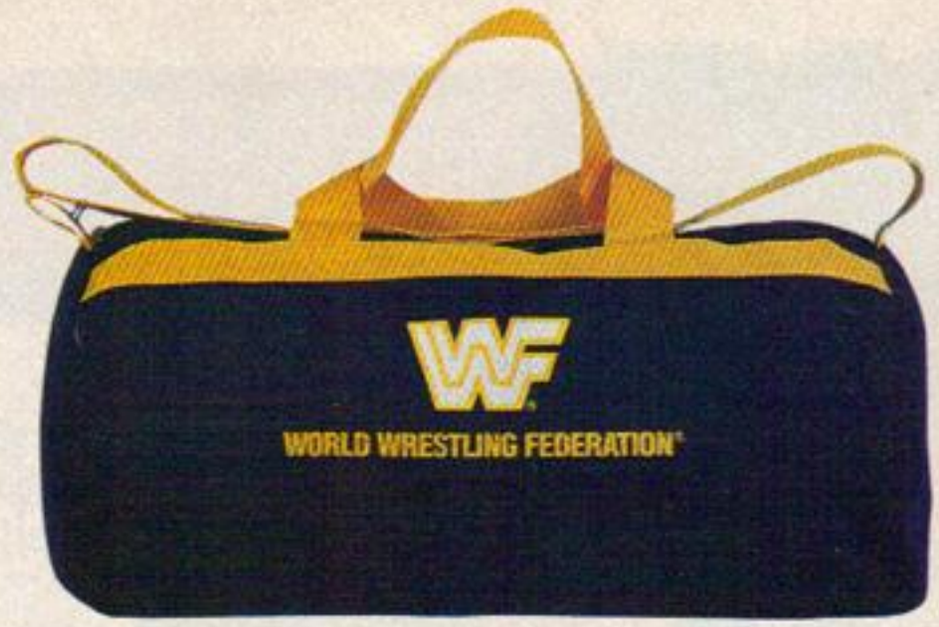
D.

D. Hulk Rules™ T-Shirt
Styled just as Hulk wears his T-shirts, with sleeves and back cut by hand. Made in USA of 50/50 cotton/poly blend in yellow with a bold red logo that will let everyone know Hulk Rules.
01-00340 small
01-00341 medium
01-00342 large $12.95

©1989 TitanSports, Inc. HULK HOGAN,™ HULKAMANIA,™ and HULKSTER™ are trademarks of the Marvel Comics Group licensed exclusively to TitanSports, Inc. All character likenesses are trademarks of TitanSports, Inc. All rights reserved.

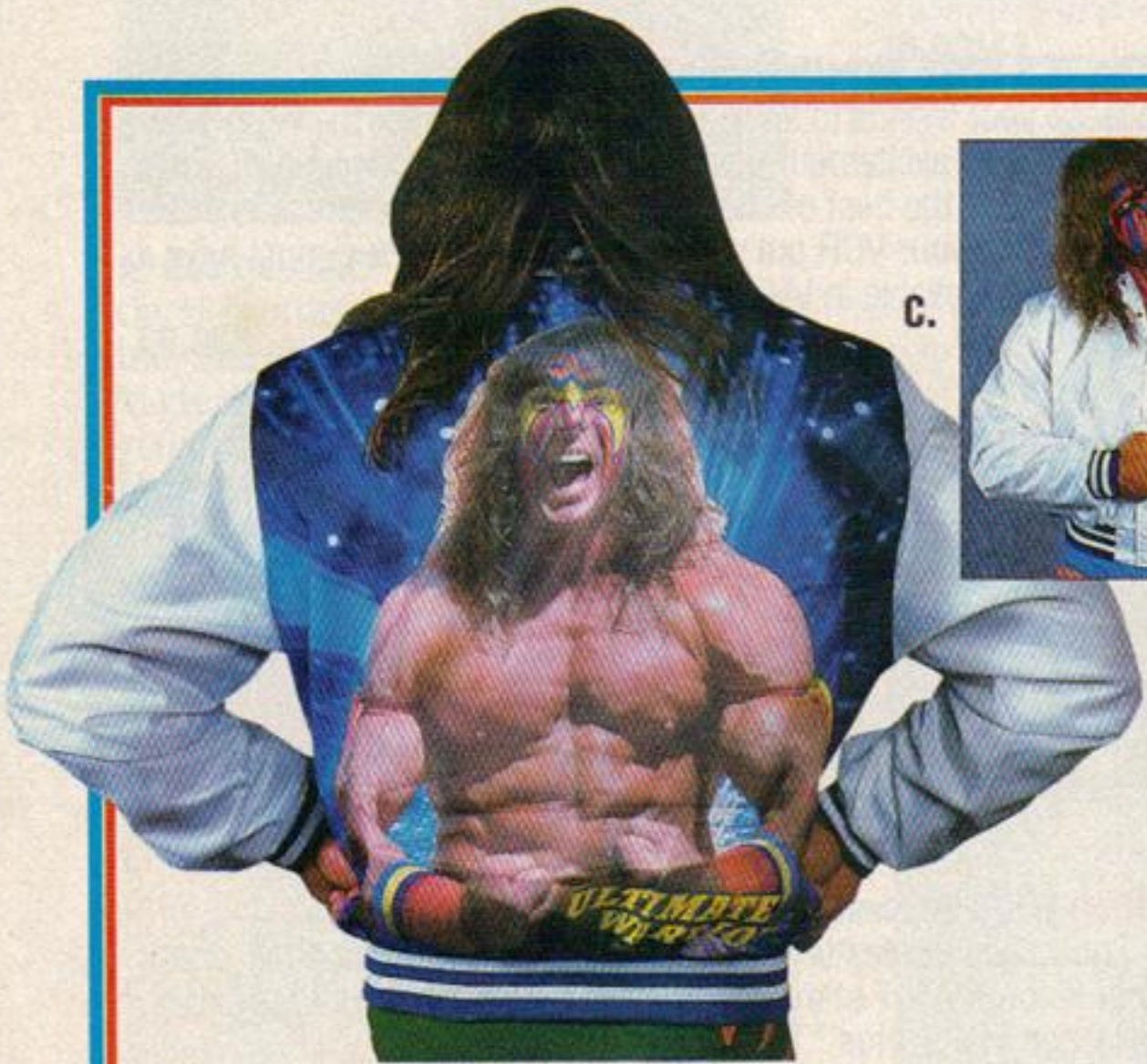


A. WWF Championship Belt
You, too, can be a winner when you wear our WWF Championship Belt. 41¾" × 3", the belt is made of black foam and plastic plates emblazoned with World Wrestling Federation Champion and WWF logos in metallic gold color. Just cut to fit and secure with two adhesive squares included, USA made. **06-00125** **$11.95**



B. WWF All-Purpose Sports Bag
Each side of this handsome bag bears the WWF logo. Made of Cordura Nylon—tougher and more durable than cotton duck. Sturdy nylon zipper, handles and shoulder strap make this bag a winner! **25-00101** **$14.95**

ULTIMATE WARRIOR™
C·O·L·L·E·C·T·I·O·N



C.

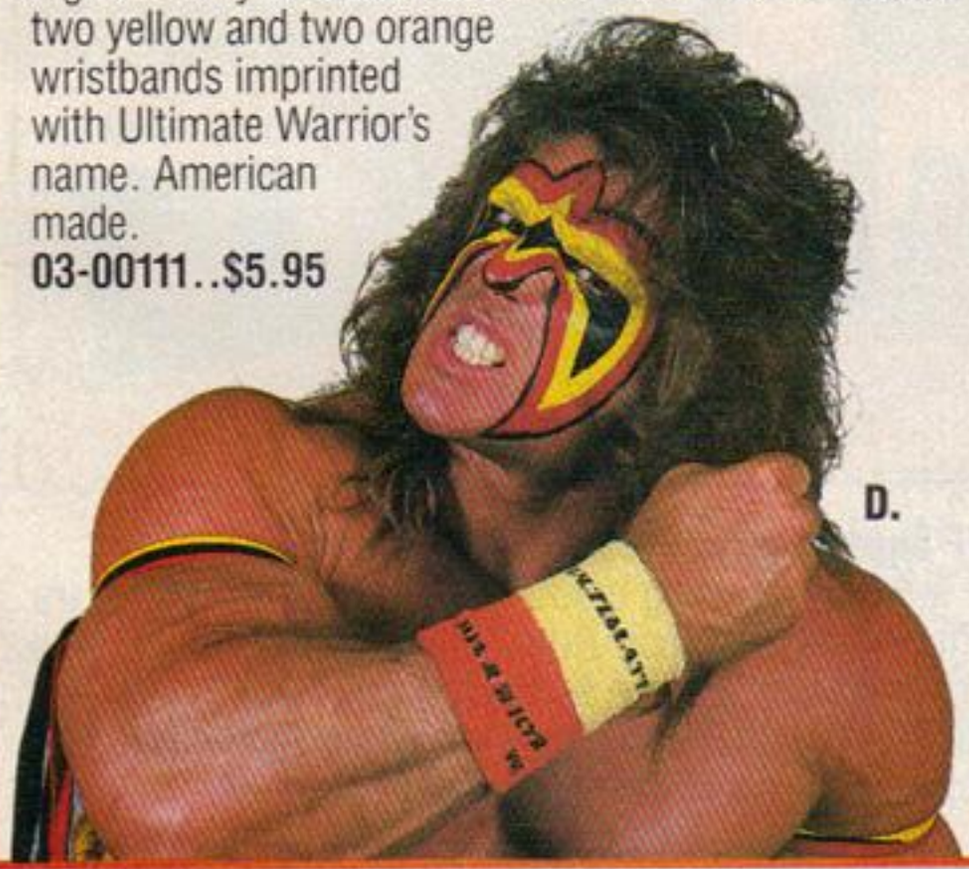
C. NEW! Ultimate Warrior Jacket
Wear this jacket and all eyes will be on you and the Ultimate Warrior. Made in the USA of a 100% polyester outer shell, white brushed lining, knit ribbed trim in royal blue and white, with snap front and side pockets. With the WWF logo featured on the front and an actual full-color photo on the back, this jacket is the ***Ultimate!*** Priced at **$44.95**

05-00107 small (34"–36") **05-00109 large** (42"–44")
05-00108 medium (38"–40") **05-00110 x-large** (46"–48")

E.

E. NEW! Ultimate Warrior Sports Bottle
Ultimate Warrior fans will enjoy their favorite drinks in this 16 oz. durable sports bottle. Comes with a Magic Vent cap—pull vent up for sipping or releasing carbonation; pull down for squeezing and keeping drinks fresh. Special tip holder keeps straw tip in place. Made in USA, top-rack dishwasher safe.
19-00106 ..... **$3.95**

D. Ultimate Warrior Wristband Set
Work out in style with the Ultimate Warrior look of wearing four terry wristbands at one time! The set includes two yellow and two orange wristbands imprinted with Ultimate Warrior's name. American made.
03-00111..$5.95



D.

F. NEW! Ultimate Warrior Mask
Now you can look just like the Ultimate Warrior with our brightly colored mask. Made in the USA of heavy paper stock with elastic strap, 6¼" × 7¾".
17-00105 ... **$3.95**

F.

WWF NOVELTIES

A. WWF Superstar Buttons
2¼" safety-pin-back buttons of your favorite WWF stars. Made in the USA. **$1.95** each
~~**18-00114** Elizabeth Button~~
18-00117 **NEW!** Hulk Rules Button
18-00116 Ultimate Warrior Button

B. The VCR WWF WrestleMania® Board Game
Challenge your friends to an action-packed match for the WWF Belt. The fast-paced excitement combines over 150 thrilling WWF video highlights with the best of board game fun. Rolls of the dice, strategy cards and your VCR put you right in the ring! (You must have a VCR to play, available in VHS format only.)
35-00106 ..... **$39.95**

C. WWF Superstar Playing Cards
You'll enjoy hours of entertainment with the WWF superstar playing cards. Each card bears the WWF logo in gold on blue. Turn them over to reveal 14 of your favorite stars, from Hulk Hogan as the ace to Jimmy "Mouth of the South" Hart as the joker. Made in the USA.
89-00103 ..... **$4.95**

D. NEW! WWF Superstar Autographed Picture Set II
Our 2nd collection features four new full-color autographed prints of your favorite WWF stars: the Bushwhackers, Bret "Hitman" Hart, Hulk Hogan and Brutus "The Barber" Beefcake.
89-00109 ..... **$3.95**

E. NEW!
The Official World Wrestling Federation 1990 Calendar
Special 16-month edition, includes 13 of your favorite WWF superstars.
62-00104 ..... **$8.95**

F. NEW! WWF Superstar Greeting Card Collection
Includes five full-color greeting cards of your favorite WWF stars: Ravishing Rick Rude, "Million Dollar Man" Ted DiBiase, Hulk Hogan, Ultimate Warrior and the Bushwhackers. Each 6¼" × 4½" card comes blank for you to write your own personal greetings. Plus superstars' bios on the back. Envelopes included.
89-00110 ..... **$4.95**

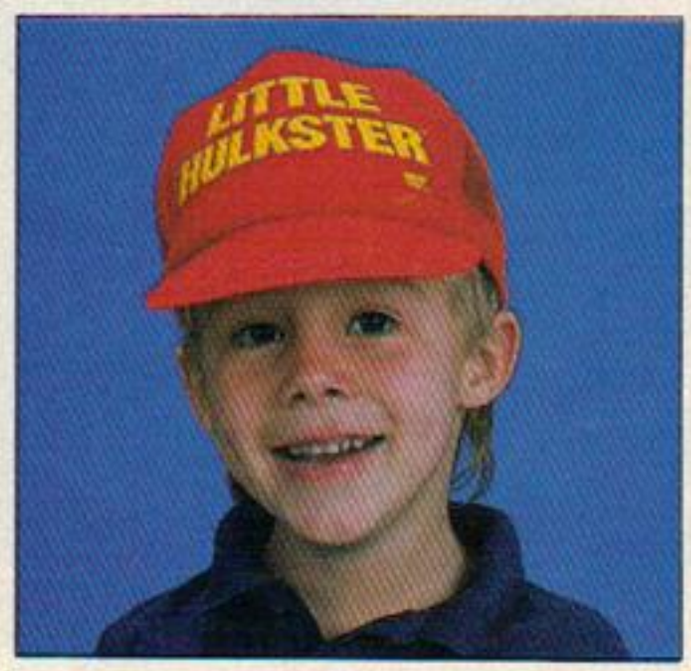
A. Hulkamania™ Teddy Bear T-Shirt
Our Hulkamania teddy bear comes to life on this one-size-fits-all oversized T-shirt. Made in the USA of 50% cotton/50% poly, you'll love to wear it over jeans or as a nightshirt.
01-00314 ..... $15.95

B. Hulkamania™ Teddy Bear
Teddy bear lovers young and old will just have to have this Hulkamania teddy bear. He's wearing Hulk's yellow wrestling outfit and headband with red Hulkamania logos, yellow boots and a black WWF weightlifting belt. 15″ tall, made of soft 100% acrylic plush, he's irresistible!
16-00144 ..... $17.95

C. NEW! Little Hulkster™ Stretchy
Little Hulksters will look adorable in our 100% polyester footed stretchy with a Hulkamania teddy bear design. Snaps for easy changing. Machine wash/dry, meets all flame retardancy standards. Made in the USA.
Priced at **$14.95**
06-00134 small
(up to 14 lbs.)
06-00135 medium
(14½–18 lbs.)
06-00136 large
(18½–23 lbs.)

D. Little Hulkster™ Bib
Little Hulksters will be fully protected in our 100% cotton terry bib. A generous 11¾″ × 10¼″ across with red trim and ties. Machine washable, American made.
06-00126 ..... $4.95

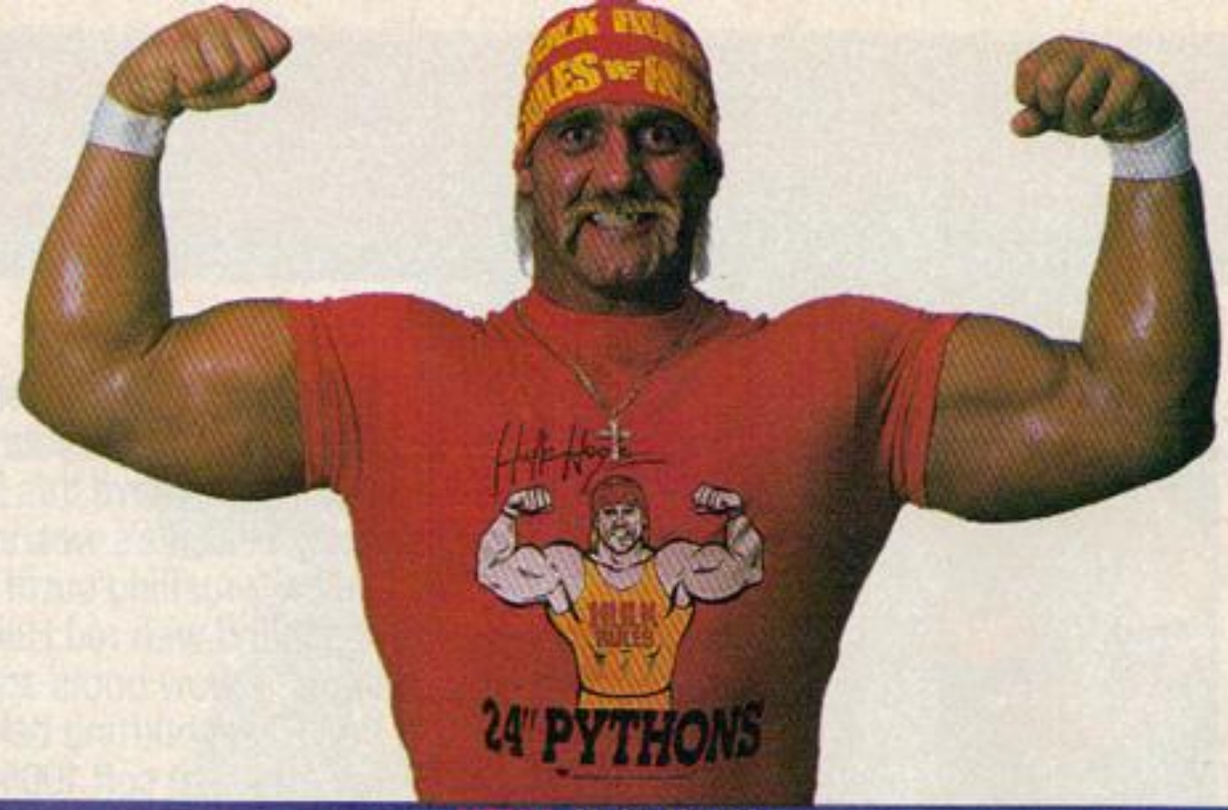
E. Little Hulkster™ Baseball Hat
Kids will love wearing this baseball hat made in the USA of polyester, in a size that's just right for Little Hulksters. In red with a bright yellow puff print, mesh back and adjustable strap to fit ages 1–5 years old.
02-00112 ..... $5.95



CHARGE IT!
(203) 353-2800
Mon–Fri. 9:00 a.m.–5:00 p.m.

WWF T'S!

Collect and wear your favorite stars of the WWF with these 50/50 cotton/poly blend American-made T-shirts. **$12.95** each

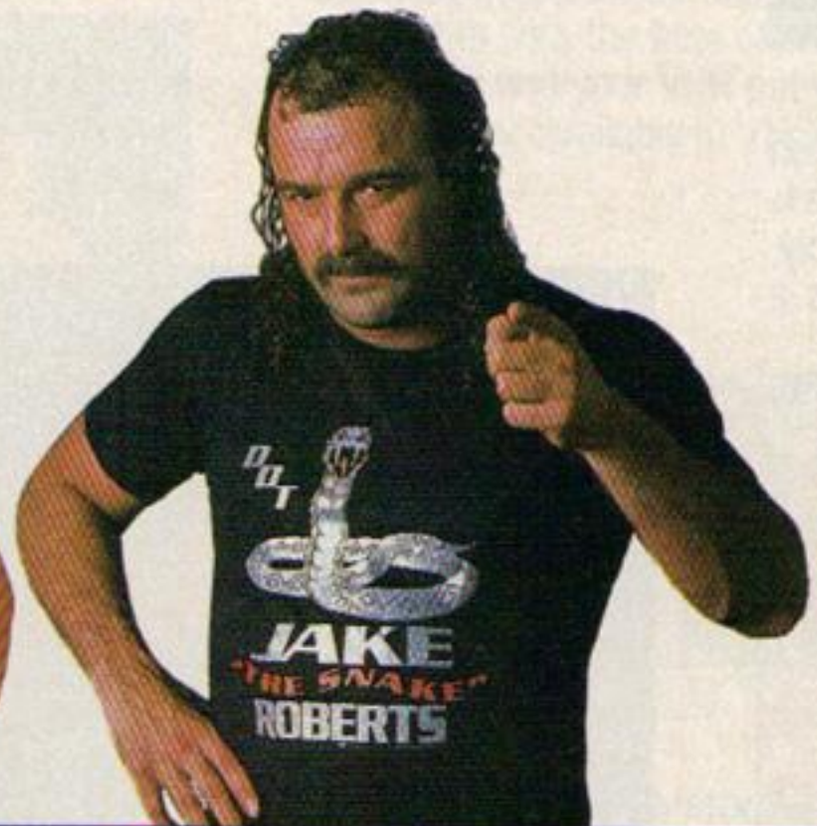


NEW! Hulk Hogan

01-00446 small 01-00448 large
01-00447 medium 01-00449 x-large

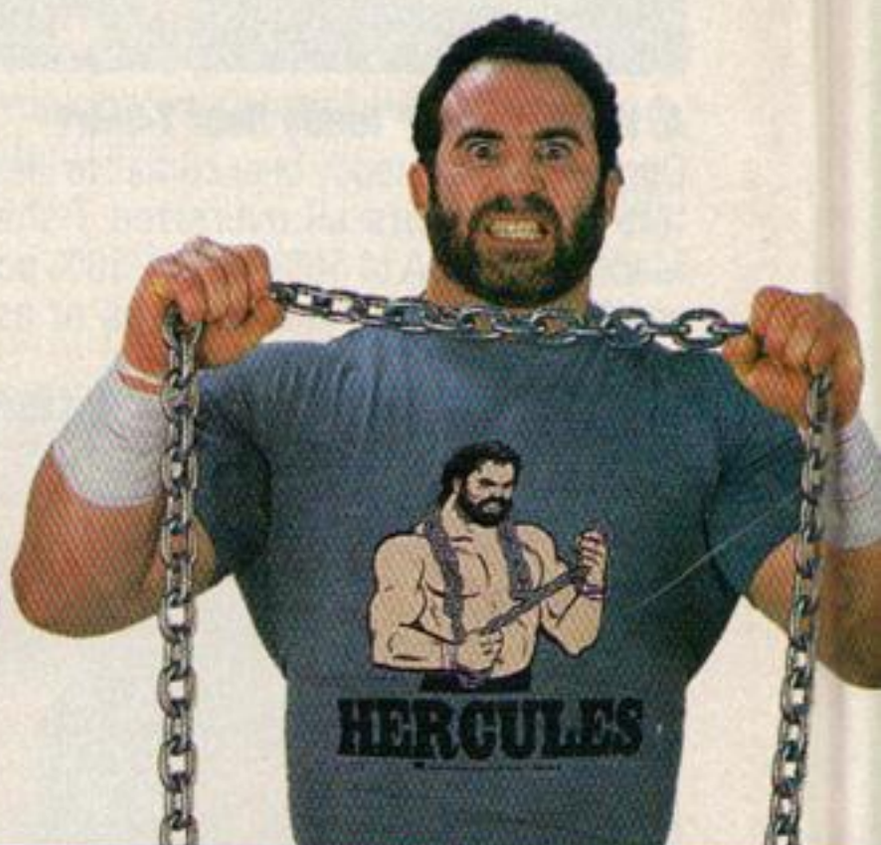
Brutus "The Barber" Beefcake

01-00381 small 01-00383 large
01-00382 medium 01-00384 x-large



NEW! Jake "The Snake" Roberts

01-00416 small 01-00418 large
01-00417 medium 01-00419 x-large

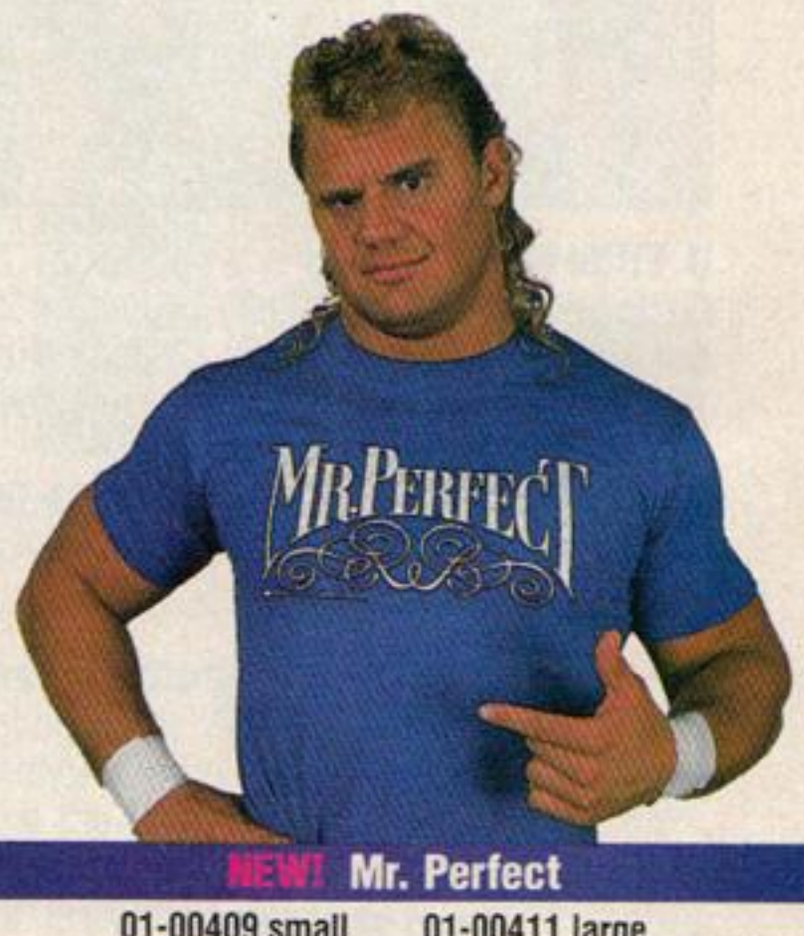


NEW! Hercules

01-00405 small 01-00407 large
01-00406 medium 01-00408 x-large

Demolition

01-00361 small 01-00363 large
01-00362 medium 01-00364 x-large



NEW! Mr. Perfect

01-00409 small 01-00411 large
01-00410 medium 01-00412 x-large

NEW! Ultimate Warrior

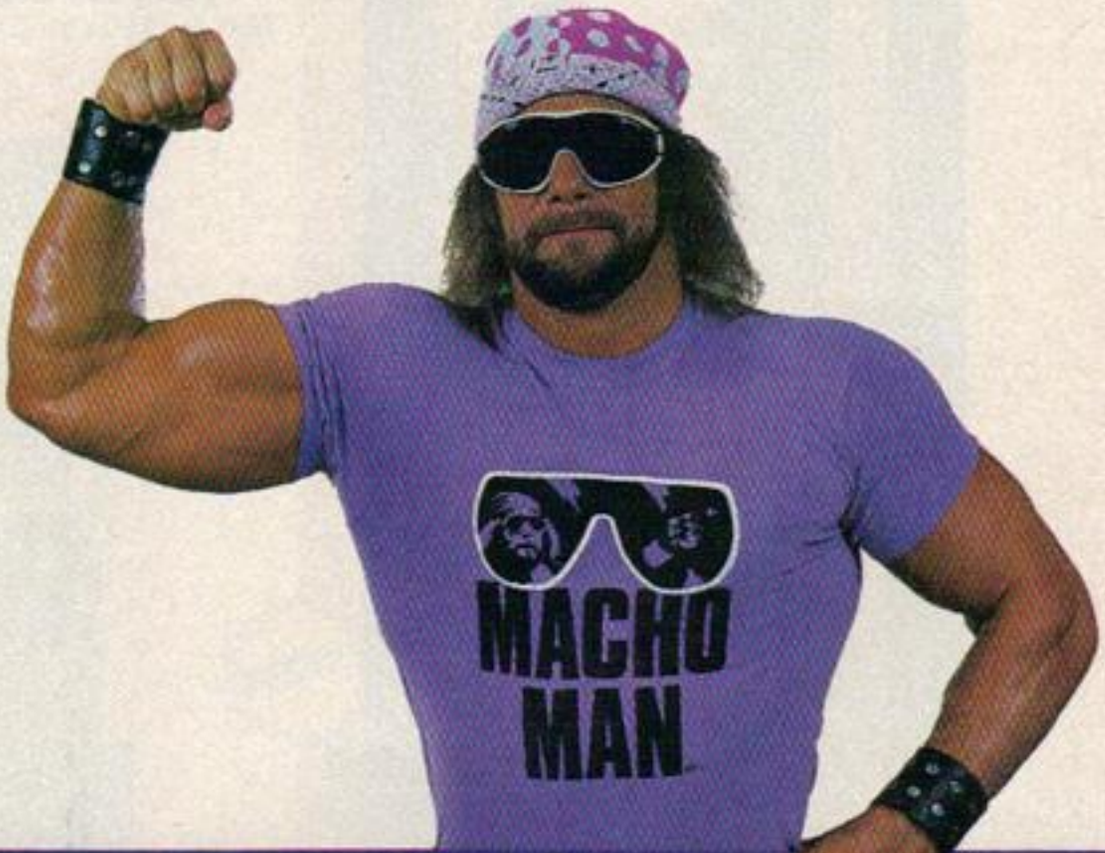
01-00424 small 01-00426 large
01-00425 medium 01-00427 x-large

NEW! Rockers

01-00435 small 01-00437 large
01-00436 medium 01-00438 x-large

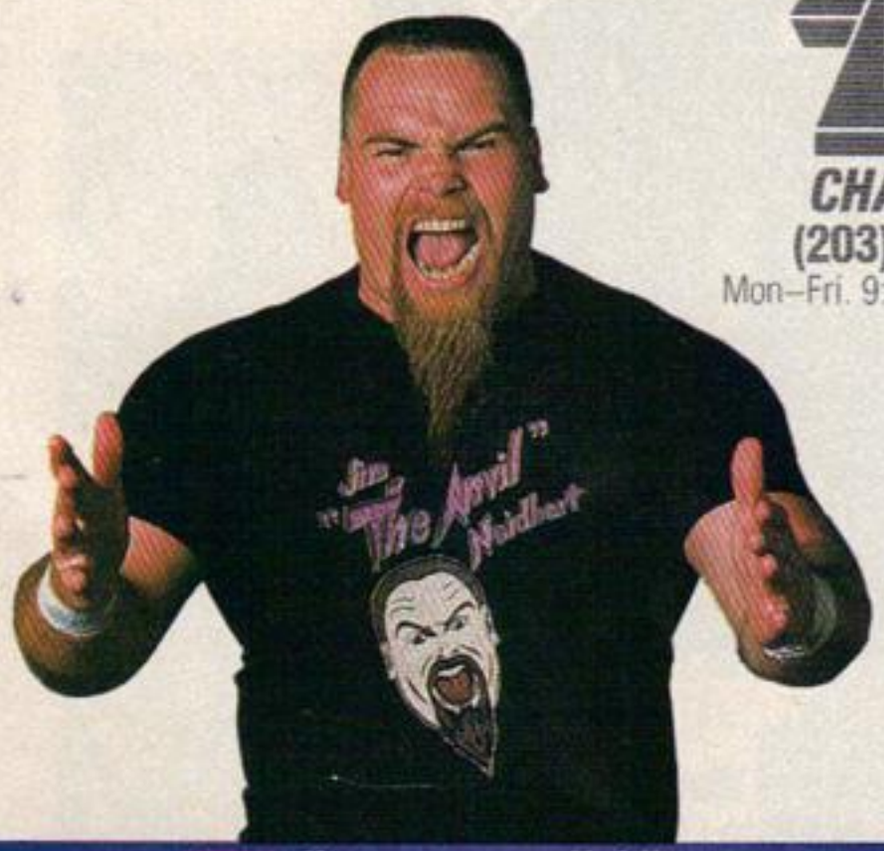
NEW! Bret "Hitman" Hart Tank Top

01-00413 small 01-00415 large
01-00414 medium



"Macho Man" Randy Savage

01-00153 small 01-00155 large
01-00154 medium 01-00156 x-large



NEW! Jim "The Anvil" Neidhart

01-00420 small 01-00422 large
01-00421 medium 01-00423 x-large

CHARGE IT!
(203) 353-2800
Mon–Fri. 9:00 a.m.–5:00 p.m.

NEW! Bushwhackers

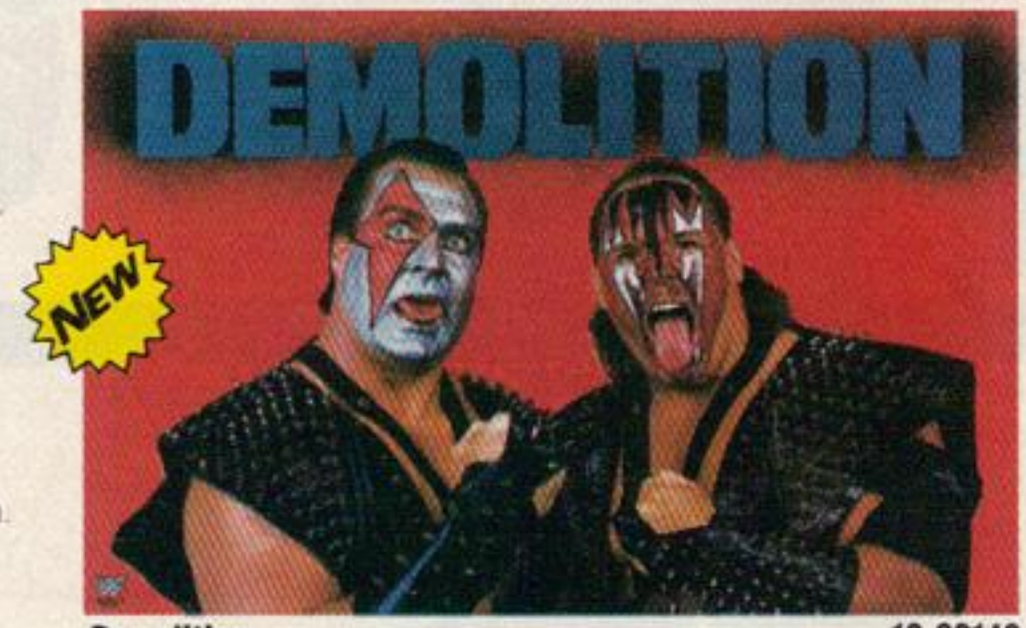
01-00442 small 01-00444 large
01-00443 medium 01-00445 x-large

SUPERSTARS POSTERS

Decorate your room, office, anywhere with our full-color posters of your favorite WWF superstars (approximately 23″ × 35″). **$4.95** each

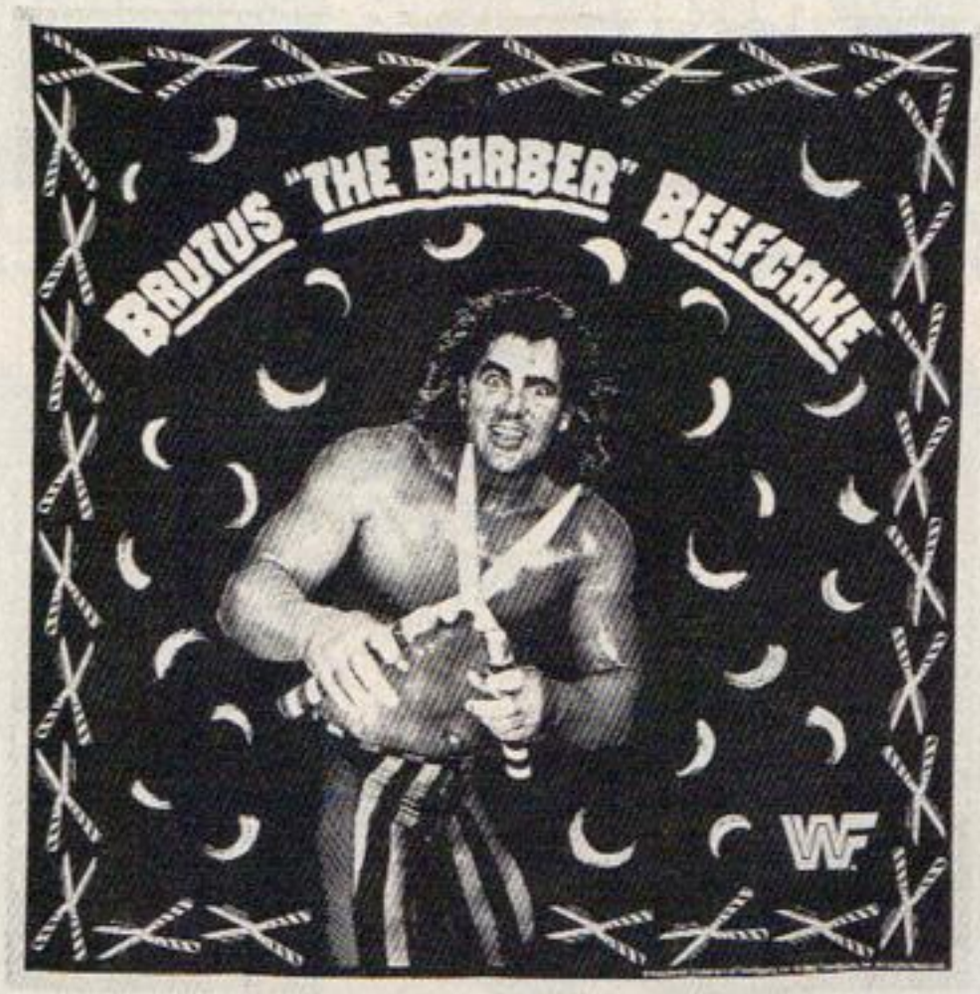
NEW! Jake "The Snake" Roberts Door Hanging
Decorate your door or wall with Jake "The Snake" Roberts and Damian. A full 22½″ × 70″, made in USA of 100% black acetate with a white imprint.
11-00103 . . . . . **$9.95**

CHARGE IT!
(203) 353-2800
Mon–Fri. 9:00 a.m.–5:00 p.m.

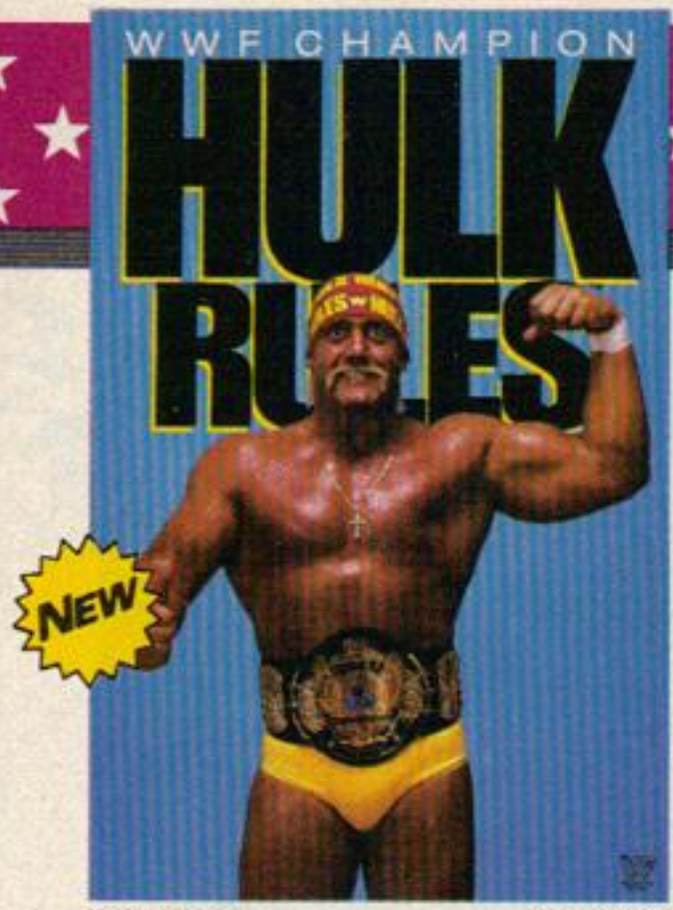


Demolition **10-00143**

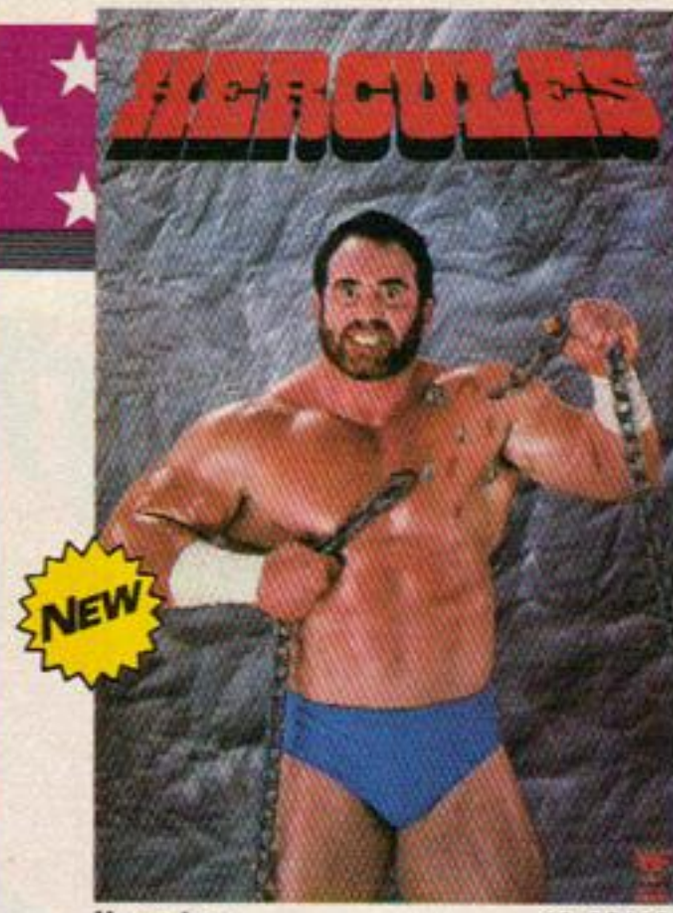
WALL HANGINGS



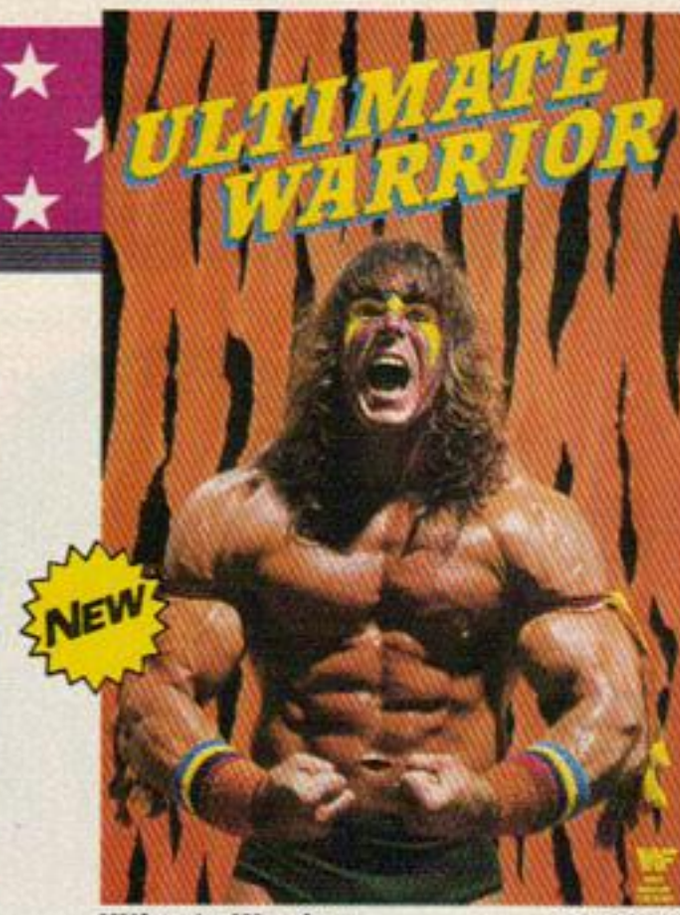
NEW! Brutus "The Barber" Beefcake Wall Hanging
Brutus "The Barber" Beefcake comes to life on this 40″ × 45″ 100% acetate silkscreened wall hanging. In black and white, he looks as if he is ready to give you a haircut! Made in USA.
11-00102 . . . . . **$9.95**



Hulk Hogan 10-00150

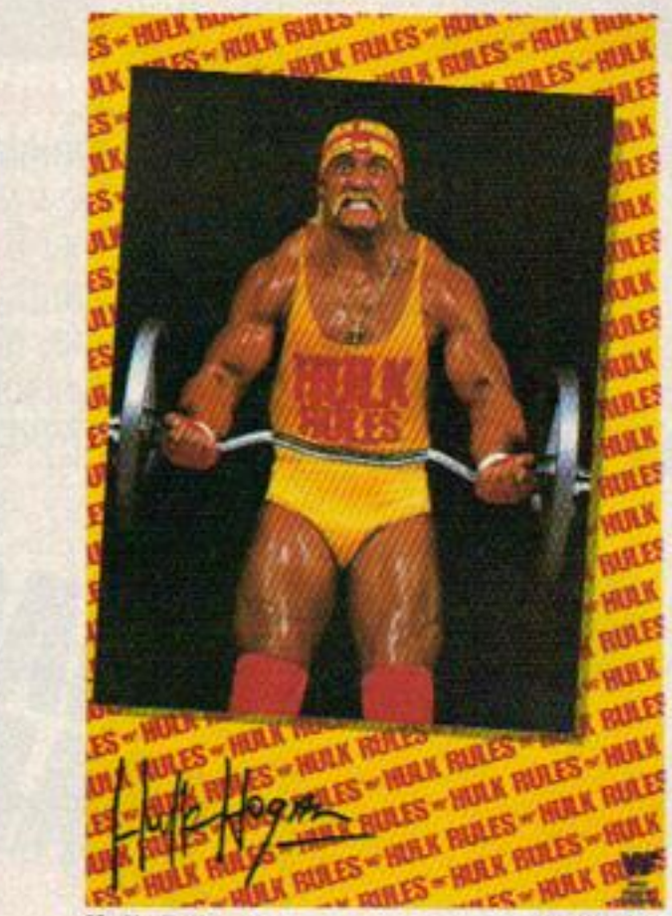


Hercules 10-00148



Ultimate Warrior 10-00141

Miss Elizabeth 10-00151

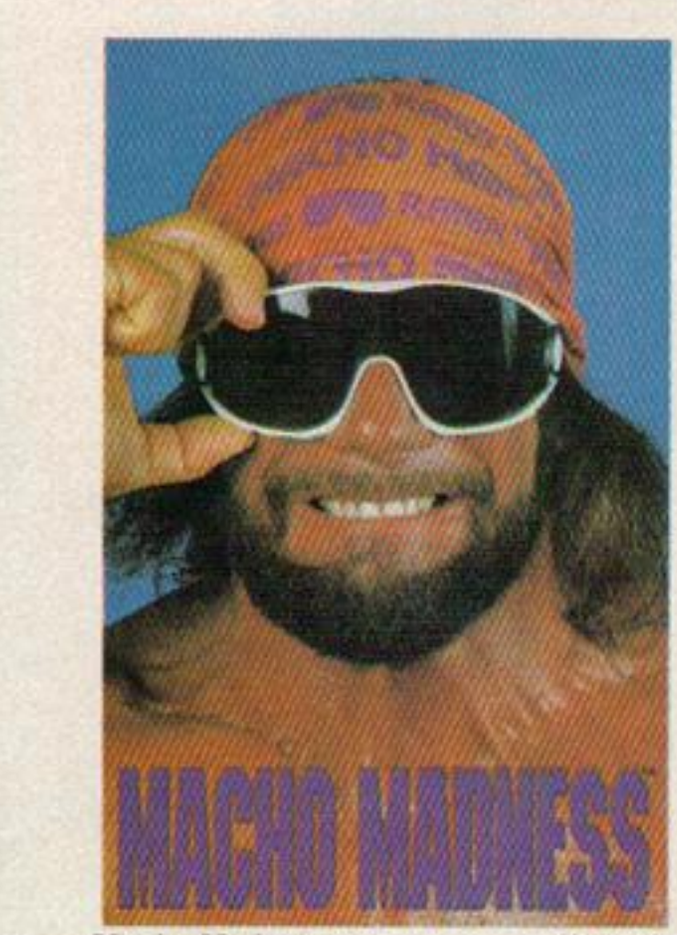


Hulk Rules 10-00137

Bret "Hitman" Hart 10-00145

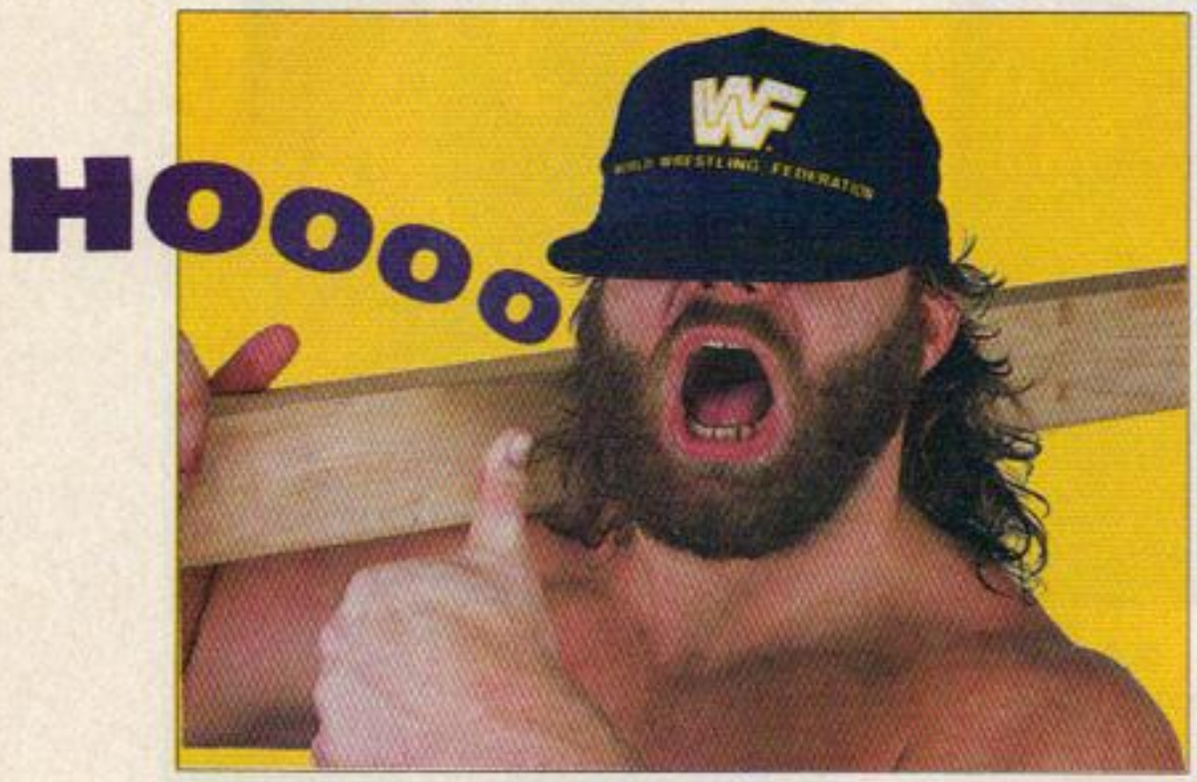
Rockers 10-00140

Bushwhackers 10-00144

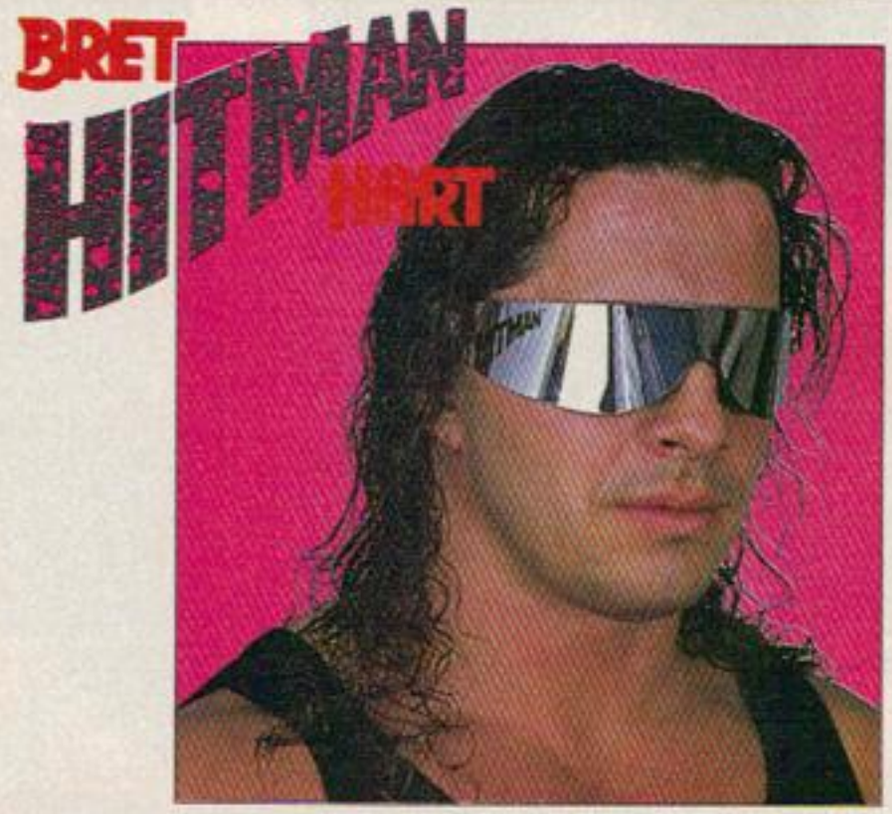


Macho Madness 10-00135

WWF GIFTWARE

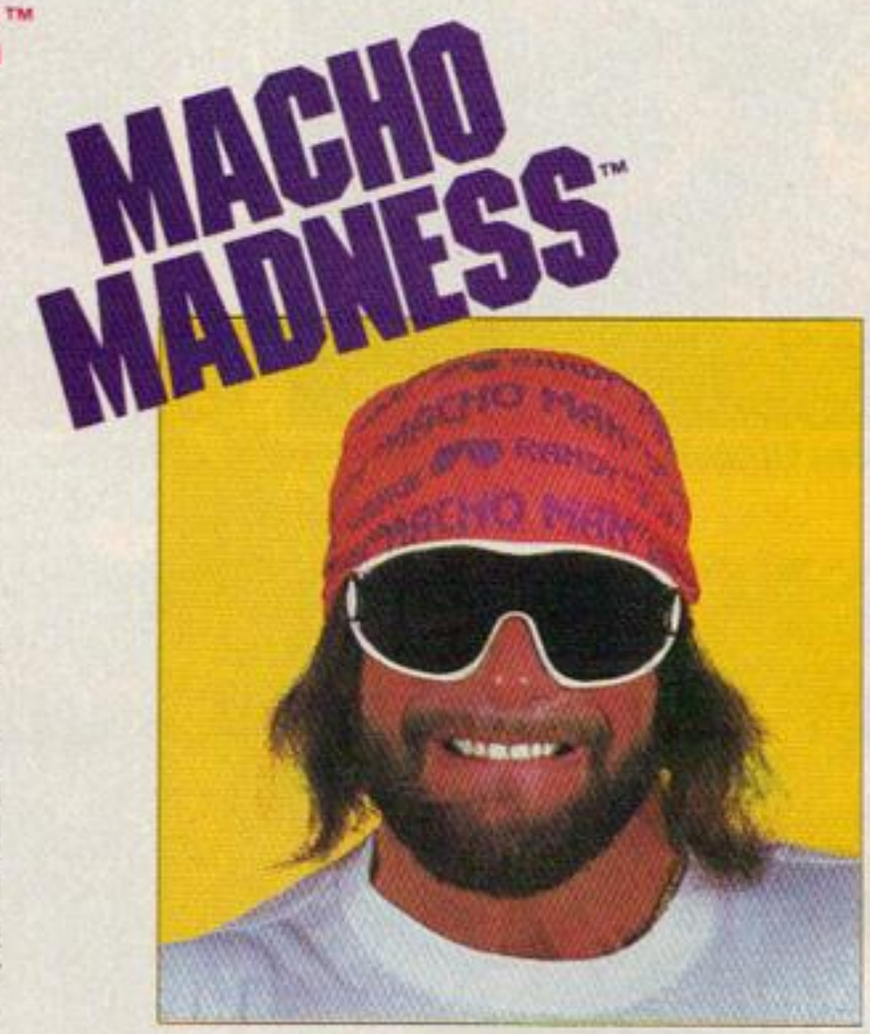


A. NEW! WWF Corduroy Baseball Hat
Our classic WWF hat now comes in blue corduroy. Adjustable strap to fit all. American made.
02-00115 ..... $9.95



B. NEW! Bret "Hitman" Hart Sunglasses
Now you can own the same sunglasses that Bret "Hitman" Hart wears. Made of tough, scratch-resistant mylar coating, they block out 99.7% ultraviolet light. Adjustable strap, made in USA.
17-00106 ..... $5.95

C. Brutus "The Barber" Beefcake Towel
Wrap yourself up in Brutus "The Barber" Beefcake at the pool, beach or after a shower. His actual photo has been transferred onto a generous 36" × 60" 100% cotton towel. Made in USA.
50-00114 . . . $9.95



D. "Macho Man" Randy Savage Bandana
Wear it just the way "Macho Man" does, as a bandana, headband or wristband. 22" × 22", made in the USA of a cotton/poly blend in bright orange with Randy Savage's name and sunglasses printed in purple. Packaged with step-by-step instructions on how to tie.
03-00109 ..... $4.95

MERCHANDISE CATALOG

ORDER FORM

Please print clearly.

FREE! Mystery Gift with any order of $25.00 or more

Ordered by: Check if you are a new customer ☐

Name_____

Street Address_____ Apt. No.____

City_____ State_____ Zip_____

Home Phone (____) _____ Daytime Phone (____) _____
(include area code)

Ship To:

Name_____

Street Address_____ Apt. No.____

City_____ State_____ Zip_____

METHOD OF PAYMENT (Sorry No C.O.D.'s)
Minimum credit card order–$20.00. Please do not send cash or stamps.

Check or Money Order ☐ VISA ☐

MasterCard-Interbank Number ☐☐☐☐

Account No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiration Date ☐☐☐☐

Signature _____

NOTE: Items are not necessarily shipped together.

Yes, please send me an official WWF Merchandise Gift Certificate for the amount below along with an additional catalog. ☐ $15 ☐ $25

ITEM CODE	SIZE	COLOR	DESCRIPTION	QUANTITY	UNIT PRICE	TOTAL
99-00101	—	—	**Mystery Gift**	1	FREE	—

Subtotal	$
Gift Certificate: If you checked yes above, indicate amount here.	$
Total Price	$
Conn. Res. add 7.5% sales tax	$
Shipping & Handling (see chart at left)	$
Outside of Cont. U.S. add an additional $10.00	$
Grand Total **(U.S. Dollars only)**	$

Mail order form with payment to:

WWF Merchandise Department
Post Office Box 6789
Stamford, CT 06904

MEMBER DIRECT MARKETING ASSOCIATION

Phone Orders

Mon.-Fri. 9:00am-5:00pm
(Eastern Standard Time)
VISA/MasterCard only
Phone: 203 353-2800

Do you have friends who would enjoy our catalog?
Tell us where to send it.

Name_____

Address_____ Apt. No.____

City_____ State_____ Zip_____

Name_____

Address_____ Apt. No.____

City_____ State_____ Zip_____

Shipping & Handling for orders totaling	Please add USA	Canada
$34.99 or less	$3.50	$ 7.00
$35.00 to $49.99	$4.50	$ 9.00
$50.00 to $74.99	$5.50	$11.00
$75.00 or more	$6.75	$13.50

For orders outside of the Continental U.S. add an additional $10.00.

Thank you for your order!

Delivery Date: 4 to 6 weeks
Minimum Order: $6.00
All prices are in U.S. dollars.
Prices valid through February 15, 1990.

Ultimate Warrior
The Ultimate Warrior comes to you in full view on this 100% acetate silkscreened wall hanging. Striking in black and white, 40" × 45", perfect for hanging on walls or windows. Made in USA.
11-00101 ..... **$9.95**

Dear WWF Fans:

Our new Fall/Winter Catalog offers you the latest collection of WWF merchandise. Find great gift-giving ideas for the holidays or any occasion. See our order form for details on gift certificates and how you can receive our FREE mystery gift!

Sincerely,

Shirley Adams

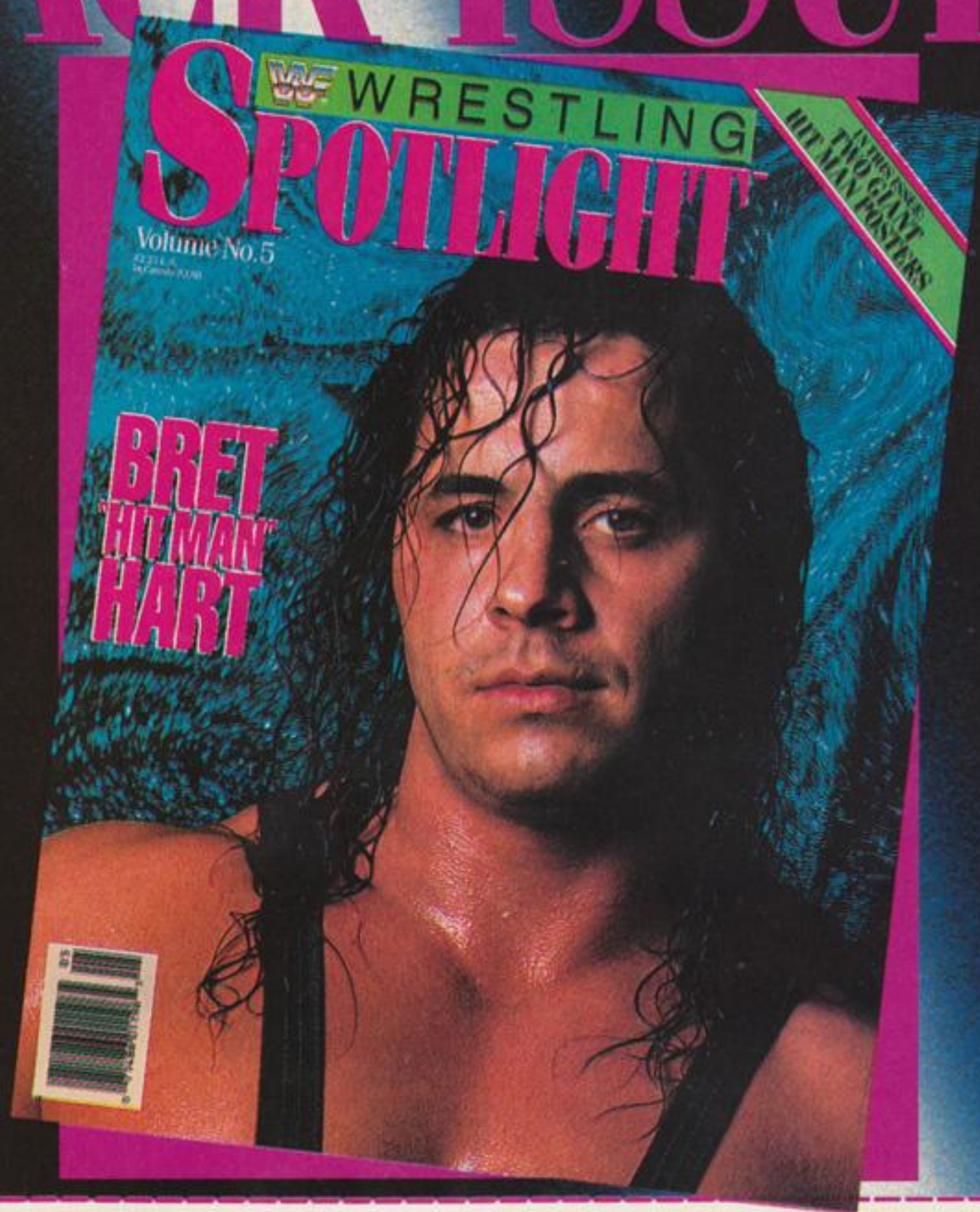
Shirley Adams
Vice President of Merchandising

WORLD WRESTLING FEDERATION®

® Registered Trademark of TitanSports, Inc.
© 1989 TitanSports, Inc. All Rights Reserved.

WRESTLING SPOTLIGHT™

BACK ISSUES



60-00138
BRET HART ONLY!
No Other Issues Available

Please mail order to: Merchandise, P.O. Box 6789, Stamford, CT 06904 or call to order 203 353 2800. Sorry, no C.O.D.'s. Minimum credit card order $25.00. Please do not send cash or stamps. Offer good while supplies last. Payable in U.S. funds only.

☐ Check/ Money order

☐ VISA

☐ MasterCard

☐ I am a new customer

ORDER FORM

Name _____

Address _____ Apt. No. _____

City/State/Zip _____

Connecticut residents add 8% sales tax _____

Add Shipping and Handling Charge to every order $3.50

TOTAL _____

Account No. _____ Exp. date _____

Signature _____

Demolition

By Lou Gianfriddo

Ax And Smash Speak Out—Loudly!

SINCE DEMOLITION made its presence known to the World Wrestling Federation back in 1987, Ax and Smash have lived up to their team name, demolishing anyone who stood in their way. They have entered the WWF's history books as having the longest reign of any WWF Tag Team Champions—until the Brain Busters defeated them. However, Demolition recaptured the belts only months after losing them.

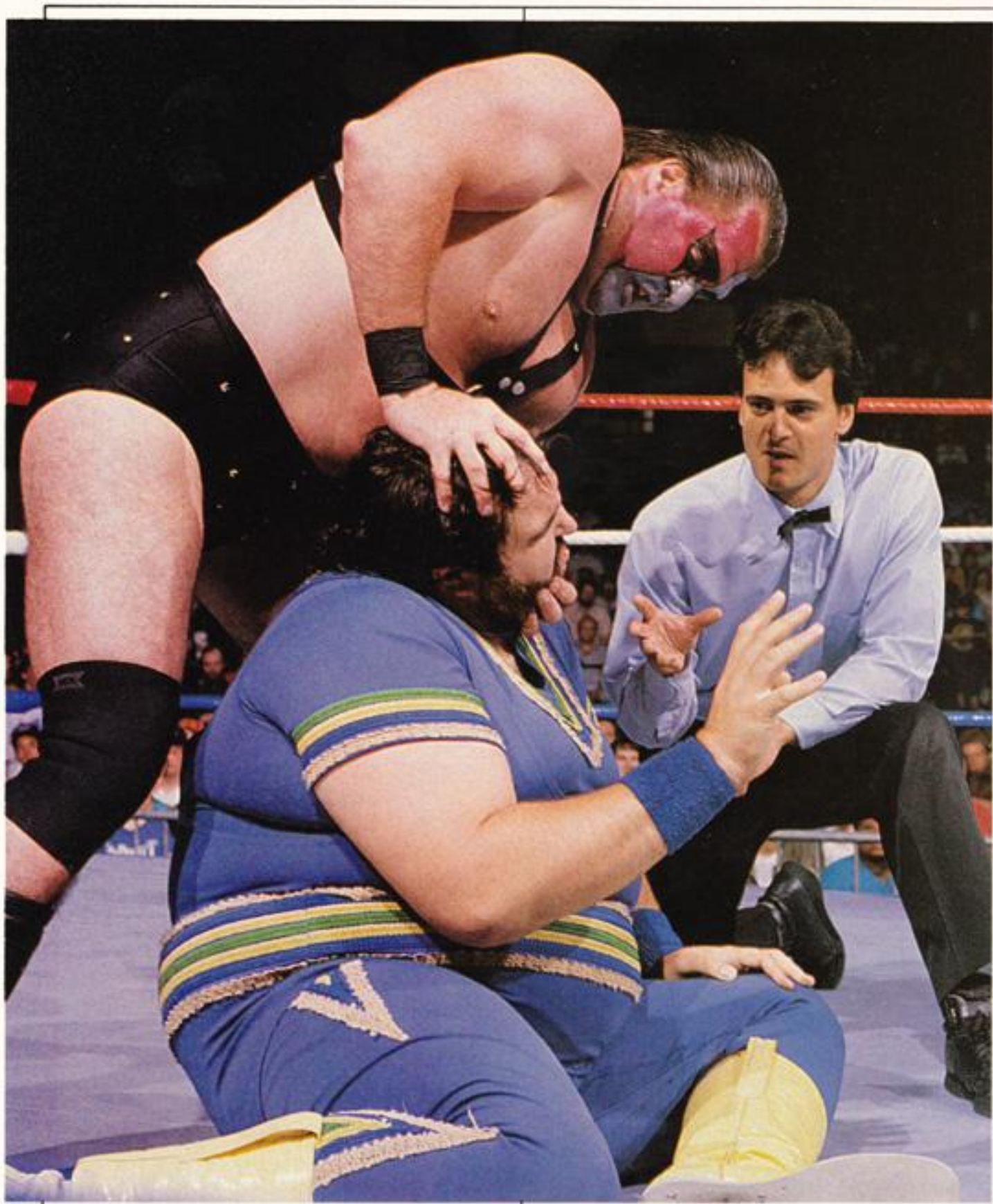
This is impressive because Demolition is one of very few tandems that have embarked on two separate title reigns. The tenacity that brought Demolition the tag belts twice remains the same today as it was four years ago. *WWF Wrestling Spotlight* caught up with Ax and Smash before a recent bout and discovered that they have much to say about their ring approach, their two tag team title tenures and the WWF in general.

Together, they combine explosive power and straightforward brawling tactics to achieve success between the ropes. Like a tornado, Demolition tears apart opponents until they are beaten and battered to the core. And in tag team wrestling, according to Demolition, a team needs this style to move ahead.

"If we don't knock somebody's block off, then they're gonna do it to us," screams Smash, tightening his spiked

World Wrestling Federation Tag Team Champions Ax and Smash of Demolition have a unique outlook on other wrestlers. Recently, Demolition told this magazine what's on their minds.

World
WRESTLING



When Ax and Smash wrestle, they do so in brutal fashion. Ax is known to punish larger opponents until they fall—and then he unleashes heavy kicks. In tune with his partner, Smash employs a similar style, usually hacking other wrestlers into helplessness.

leather forearm sleeve. "It's not competition in the tag team world of the WWF; it's survival, and me and Ax know how to survive better than any other tag team around. Our plans are simple but effective. We punch, we kick, we clothesline and we win! Tell 'em, Ax!"

"You know something?" Ax says, picking up his leather hood. "We like to beat people up. Like Smash said, our plans of attack are simple on paper but lethal in the ring. And when it comes to wrestling, you're looking at two of the greatest pure wrestlers in the World Wrestling Federation. But you see, the boys we face usually don't wanna wrestle. They're lookin' at us, lookin' at these tag team belts, and all they wanna do is rip our heads off. Well, to me and Smash, that's exactly our kind of match, and it's exactly our kind of style."

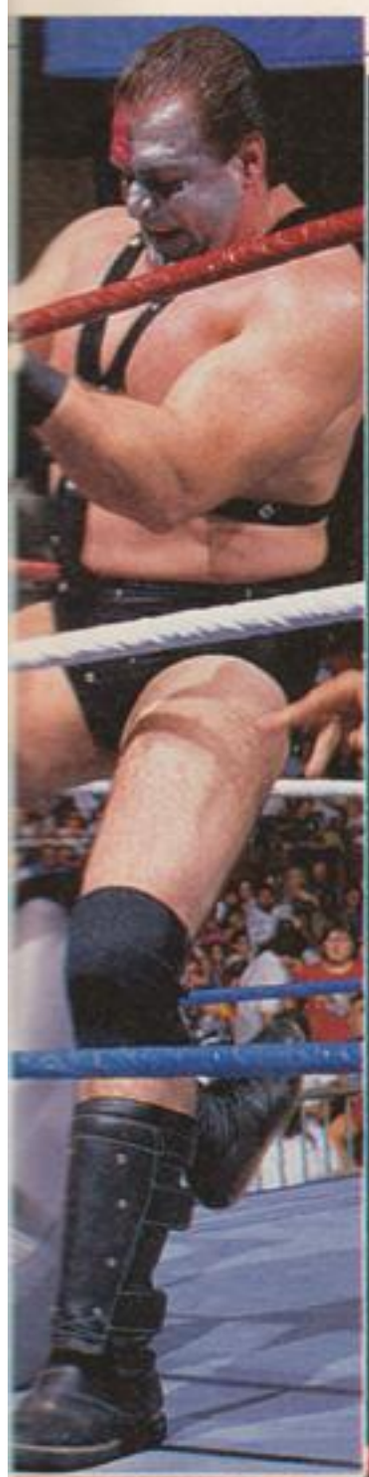
Looking back to *WrestleMania IV*, Demolition remembers how they won the tag team title.

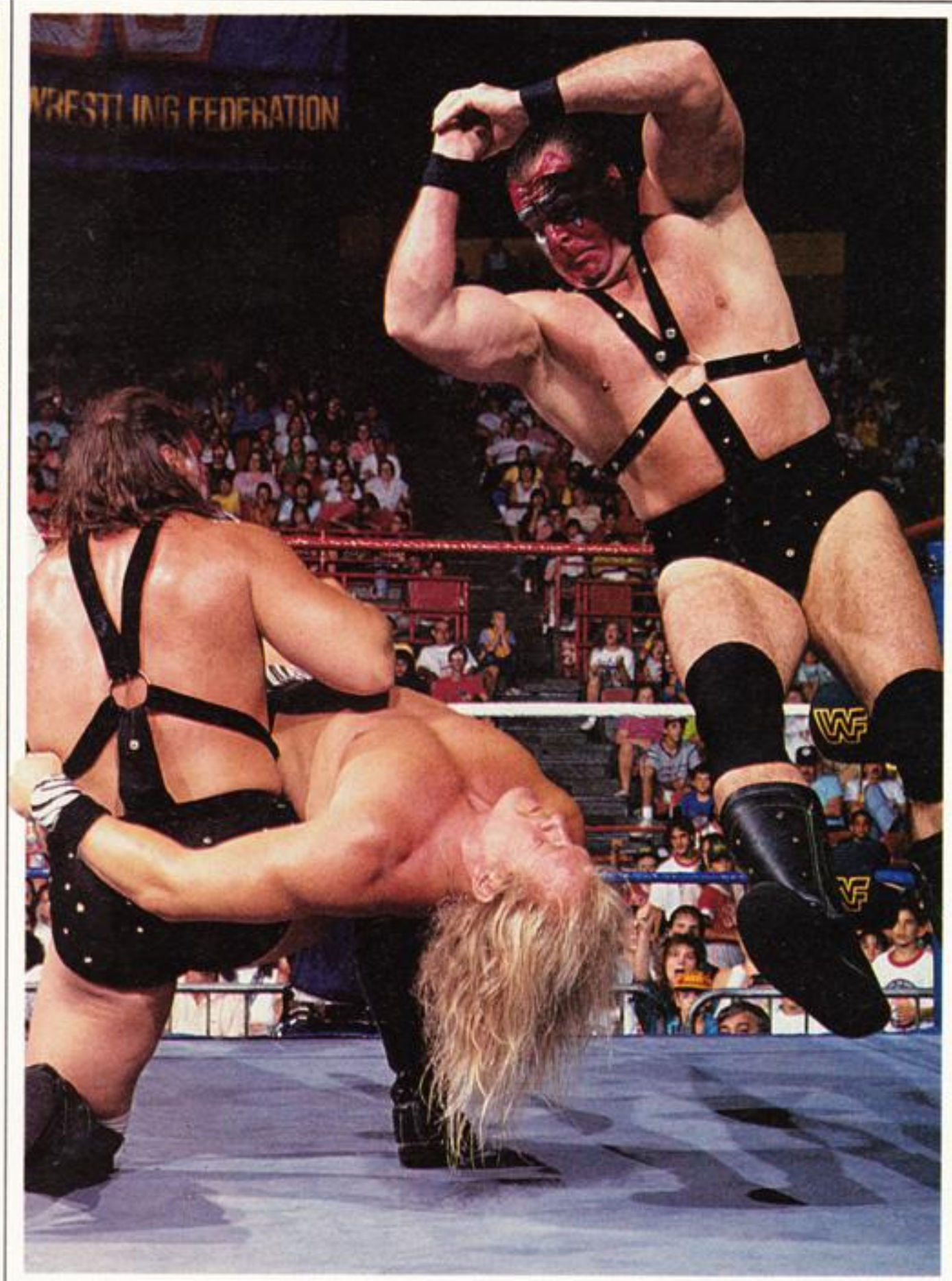
"That day we were so pumped up," recalls Smash, his eyes gazing toward a corner in his dressing room. "For years, me and Ax clawed and fought our way to the top. Finally, we got our chance, our chance to show everybody what Demolition's made of. And me and Ax, we don't let chances pass us by. So when we got into the ring at *WrestleMania IV*, all we did was give it everything we had. We hit those guys with everything! And, in the end, we walked out with the gold."

"Then the real challenge came," adds Ax. "As soon as everyone found out that we were champions, tag teams crawled out of the woodwork. We were now the hunted. And you know what? That feeling is great. It means that we get to beat lots of teams up."

Demolition did just that. Gluttons for competition, Ax and Smash went on a destroying spree, taking on and defeating one rugged squad after another with their awesome finishing maneuver, the Demolition decapitation elbow off the second turnbuckle. This particular move soon became feared among teams vying for the tag team crown. But how did Demolition actually invent this patented, crushing tactic?

"A few years ago, Smash and myself were in this old, abandoned building in some city—I forget where," begins Ax, stretching his arms and legs in prepara-





tion for an impending match. "We were kicking around the idea of developing a new maneuver, one that would send chills down people's spines upon seeing it. Anyway, we walked into the boiler room of this rathole and saw something that really made our eyes light up..."

"Lemme tell the rest of the story, Ax," interrupts Smash. "The painting on the boiler gave us an idea. You see, someone drew a gruesome scene—which are my favorite kind of drawings, by the way—of a guy being held by a Freddy Kruger type of character. Above him was another evil-looking dude holding a big boulder, pointing it at the guy's neck. Well, that said it all. Ax's elbow is like a boulder coming off the second rope, and I'm like the Freddy Kruger guy. But I'm meaner!"

So was born the Demolition decapitation, which turned out to be their trademark maneuver. With this move, Demolition defended the belts for well over a year. Then, on a fateful night in the summer of 1989, Ax and Smash lost the WWF Tag Team Championship. At that point, many critics thought that Demolition had lost their killer instincts and aggressiveness. The wrestling writers criticized the team, saying that the tough competiton had finally caught up with them. However, their unfortunate loss only served as a tool to tune up their tenacity beyond the point of no return. Smash explains.

"When we lost the World Wrestling Federation Tag Team Belts," he shouts, "we said to each other, 'Now it's time to really start kickin' teeth in. Because if we don't start doin' it now, we'll never get a rematch.' So from there on out, me and Ax began to crack heads like never before. We were like machines! Only machines run on electricity. We run on competition. And not too long after we lost the belts, we had 'em back around our waists. That's because we really turned up the heat!"

No more than three months after Demolition lost the WWF Tag Team Belts, they again were wearing them, proving the critics and sportswriters wrong. In Wheeling, West Virginia, Ax and Smash pummeled their way to victory, thus marking the second time that Demolition reigned supreme. Reflecting on that glorious moment of their careers, Ax and Smash were quick to comment.

"All the bodies that we left broken behind us paid off that night," Ax announces. "We knew that if we kept winning and kept chasing after the belts, one day they would once again be home with us. We weren't wrong. Now nobody's gonna take these belts from us—that you can bank on!"

Since recapturing the WWF Tag Team Belts, Demolition has ridden roughshod through the ranks, finishing tandems off with their decapitation elbow. Now, challengers such as the Powers of Pain, and Andre the Giant and Haku are chasing Ax and Smash.

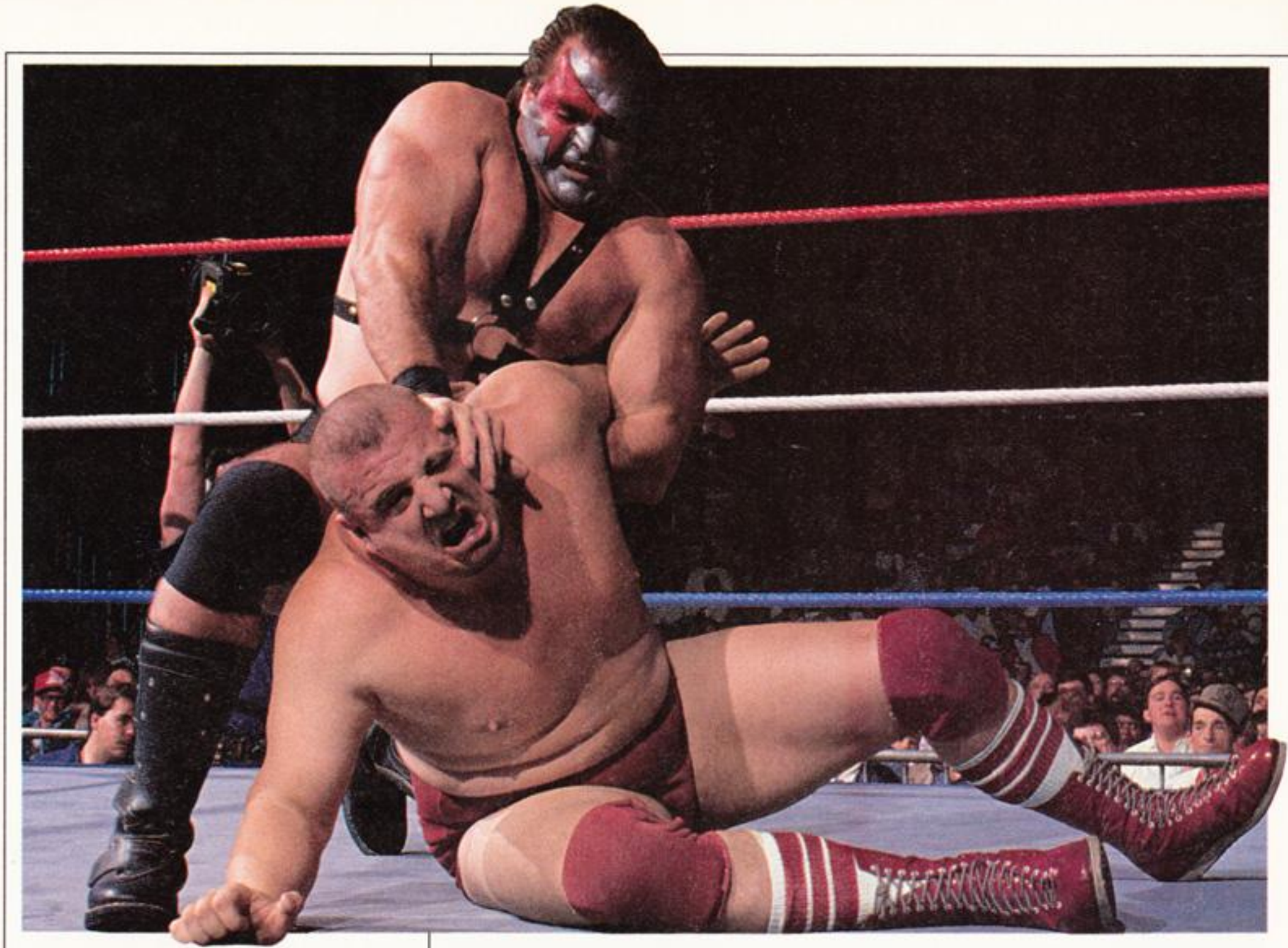
"Everyone said that we would never do it again," roars Smash. "They said that Demolition was all washed up! But it didn't look that way when me and Ax were throwing those two has-been champions from pillar to post. That night was one of the best in my career, and Ax will agree. It was a fight, a street fight! And that's the wrong thing to do with guys like us because we love getting into fights. That's how we won the belts in the first place, and that's the way we're gonna keep 'em. Like Ax said, no one's gonna beat us for the WWF Tag Team Title again! These belts have our names on 'em!"

Maybe so, but that's not the way Andre the Giant and Haku see it. Bobby "The Brain" Heenan's awesome combination has been calling the champions on to battle. In Haku and Andre, Demolition will be facing perhaps the biggest, most dangerous challengers of their careers. Haku, the martial arts expert and a certified brawler, could pose a serious problem for Demolition. Then, of course, there is Andre, who could use his gigantic frame to squash the fight out of Ax and Smash. How will Demolition handle these two ruthless and powerful athletes?

"The same way we handle everyone else," answers Smash. "We'll beat 'em and kick 'em. Sure, Andre's real big and can bully around a lot of people. But not us. In this profession, we're the bullies, except we like beating up guys who are bigger than us! Then there's Haku. He likes to hurt other wrestlers with his kicks and chops. Well, let him catch a knuckle sandwich right in the snout and see how he feels."

"They're an awesome team," admits Ax. "They got size and strength with Andre and speed and agility with Haku. They got this. They got that. They got Bobby Heenan as a manager. Big stinkin' deal! You know, I hate to copy people, but, Andre, this applies strictly to you: The bigger they are, the harder they fall. And me and Smash'll make you two clowns fall in a big way if you get us in the squared circle."

A confrontation with Andre and Haku—and many other teams—lies on the road ahead. Ax and Smash, as champions and athletes, are anxiously looking toward the future because it means more challenges. To Demolition, chal-



lenges are their very lifeblood. Without them, Demolition couldn't exist. However, the advantage of being tag team champions, says Ax, is that there will always be a team knocking at your back door.

"As we look ahead down that road," begins Ax, who is adjusting his championship belt, "we see a lot of pain in store for any team that wants a piece of us. And they're all startin' to line up again. I'm talkin' about teams like Haku and Andre, the Bolsheviks and the Powers of Pain—we haven't forgotten about them since the *Survivor Series*. C'mon, boys, we're not going anywhere. Line up—all of ya—'cause me and Smash will give you one of these [raising his fist] right across your lips. The future comes fast when you're champions, but take a good look at these faces. We are the future of the World Wrestling Federation!"

What does the future hold for Demolition? To Ax, it means administering more punishment. Smash, obviously, is in accord with his partner.

"What does the future hold for us?" asks Smash, putting his spiked hood over his face. "To us, the future means winning. The future means defending these belts against all the teams that Ax mentioned and then some. The future means more beaten wrestlers and more and more fans rooting for Demolition. The future means opponents getting demolished, and that's what we're prepared to do right now!"

With that, Demolition stormed out of their dressing room as their music blared in the arena. Apparently, Demolition wanted to get their future rolling with this very match. To Ax and Smash, that's the best way to start anything. WF

Answers To Demolition Trivia Quiz On Page 16

The answers to questions 1 through 25 are as follows: **TAKING THE TITLE** 1) Rick Martel and Tito Santana, 2) his cane, 3) Ax hit Martel across the back of the neck with it, 4) Smash, 5) West Virginia. **MORE *WRESTLEMANIA*** 6) It was the first handicap title match, 7) Warlord, Barbarian and Fuji, 8) true, 9) a packet of salt, 10) Fuji. **THE BELTS ARE LOST** 11) The Brain Busters, 12) Andre the Giant, 13) a chair provided by Andre, 14) Arn Anderson covered Smash, 15) Bobby Heenan. **OTHER STRUGGLES** 16) Jim Duggan, 17) the Twin Towers and Andre, 18) Bret Hart and Jim Neidhart, 19) the *Survivor Series*, 20) the Powers of Pain. **ODDS & ENDS** 21) yes, 22) black, silver and red, 23) true, 24) Andre, 25) Mr. Perfect.

Answers To Hart Trivia Tough Stuff

TOUGH STUFF answers: a) his father, Stu Hart, b) Demolition, c) the Islanders, d) Bobby Heenan, e) Tito Santana.

Winners of *Spotlight* Vol. 5 Tough Stuff

Sherman Low, Daly City, California; *Andy Lewis*, Edmonton, Alberta, Canada; *Jason Davidson*, Rockton, Illinois; *Stacy Harthun*, Free Soil, Michigan; *Susan Hutto*, Aiken, South Carolina.

HOOOOOOOOOOO!

Jim Duggan says Thumbs-up to

Keep up with the World Wrestling Federation and its Superstars

- 12 Fantastic issues
- Exclusive coverage of *WrestleMania, Survivor Series, Royal Rumble* and much, much more
- Full-color photos

Subscribe today Save up to 42%*

Pay with order— Get FREE ISSUE**

Orders Only— Call Toll-Free 1-800 228-2028 ext. 62

To order: Fill out the attached card or clip this coupon and send to **WWF Magazine**, P.O. Box 359172, Palm Coast, FL 32142-9172. H921HD

☐ One Year (12 Issues) $20.00 ☐ Two Years (24 Issues) $35.00

Name _____

Address _____

City _____ State _____ Zip _____

Pay with this order—Receive FREE ISSUE**

☐ VISA ☐ MasterCard ☐ Check/Money Order ☐ Bill Me

Account No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiration Date ☐☐☐☐

Signature _____

Allow 4-6 weeks for first issue delivery. CT residents add 8% sales tax. Canadian and foreign orders add $1.00 per issue, payable in U.S. Funds ONLY. No foreign credit orders. *Single copy rate $2.50, 12/$20, 24/$35. **13 issues/$20, 25 issues/$35.

WrestleMania, Survivor Series and *Royal Rumble* are registered trademarks of Titansports, Inc. All rights reserved.

Power Tactics

by Ross Forman

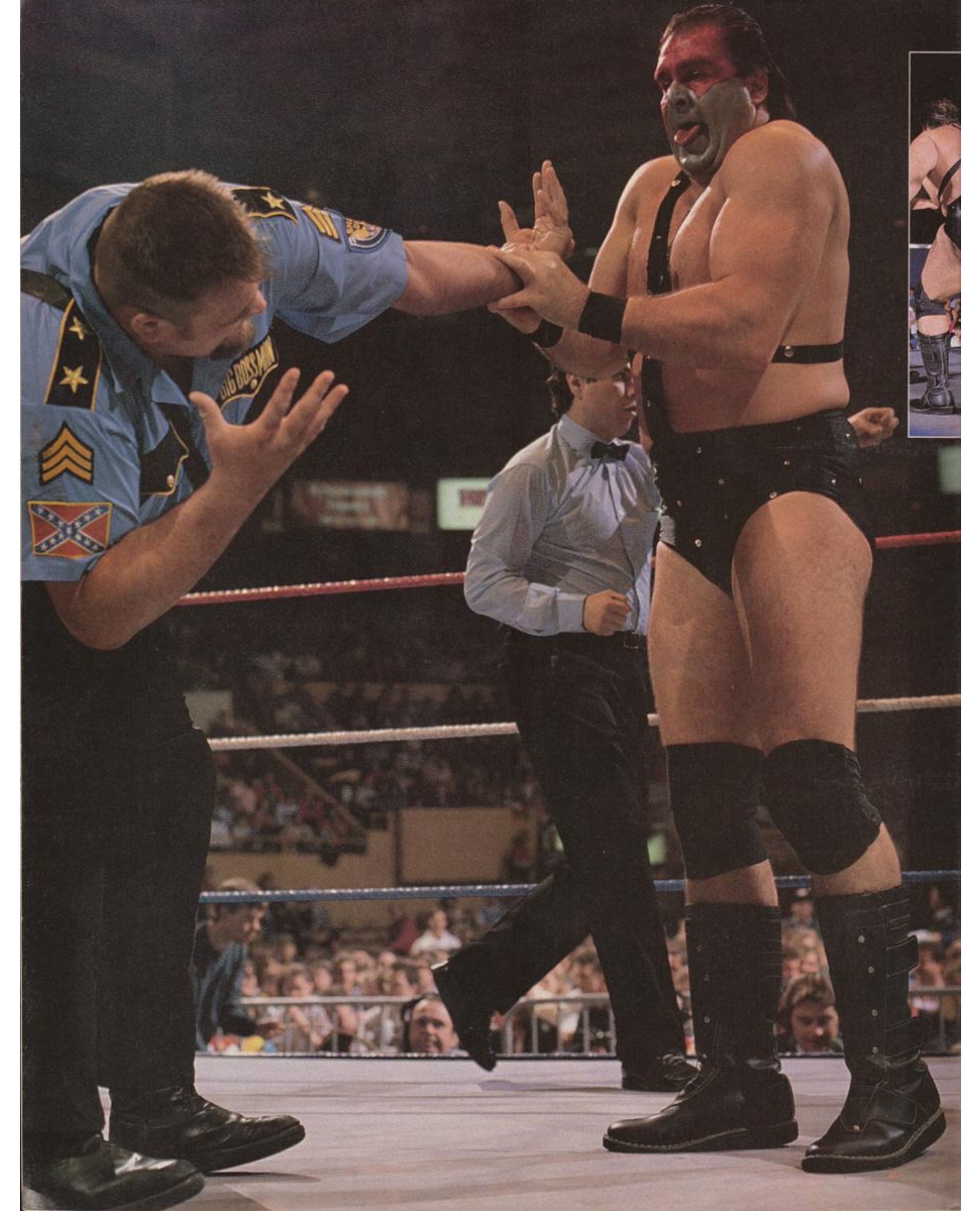
Ax And Smash Play Rough

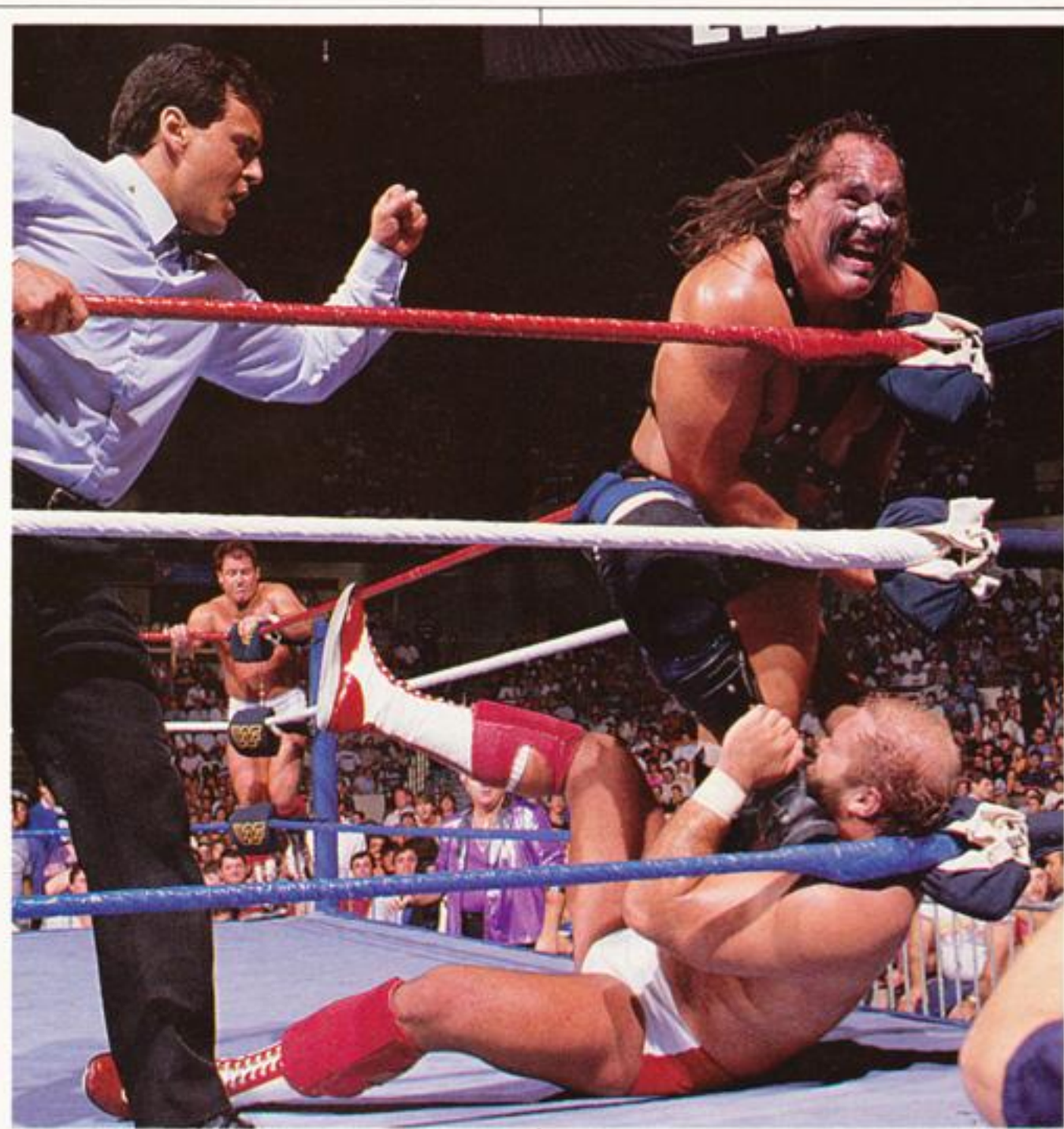
NO TAG TEAM IN THE World Wrestling Federation, perhaps in the storied history of the WWF, has lived up to its name better than Demolition. Ax and Smash do just that to all opponents—they demolish 'em. The current champions destroy, crunch, quash, pummel and overpower any foe willing to sign on the dotted line and step into the squared circle with them. A match with Ax and Smash is often a meeting with destiny.

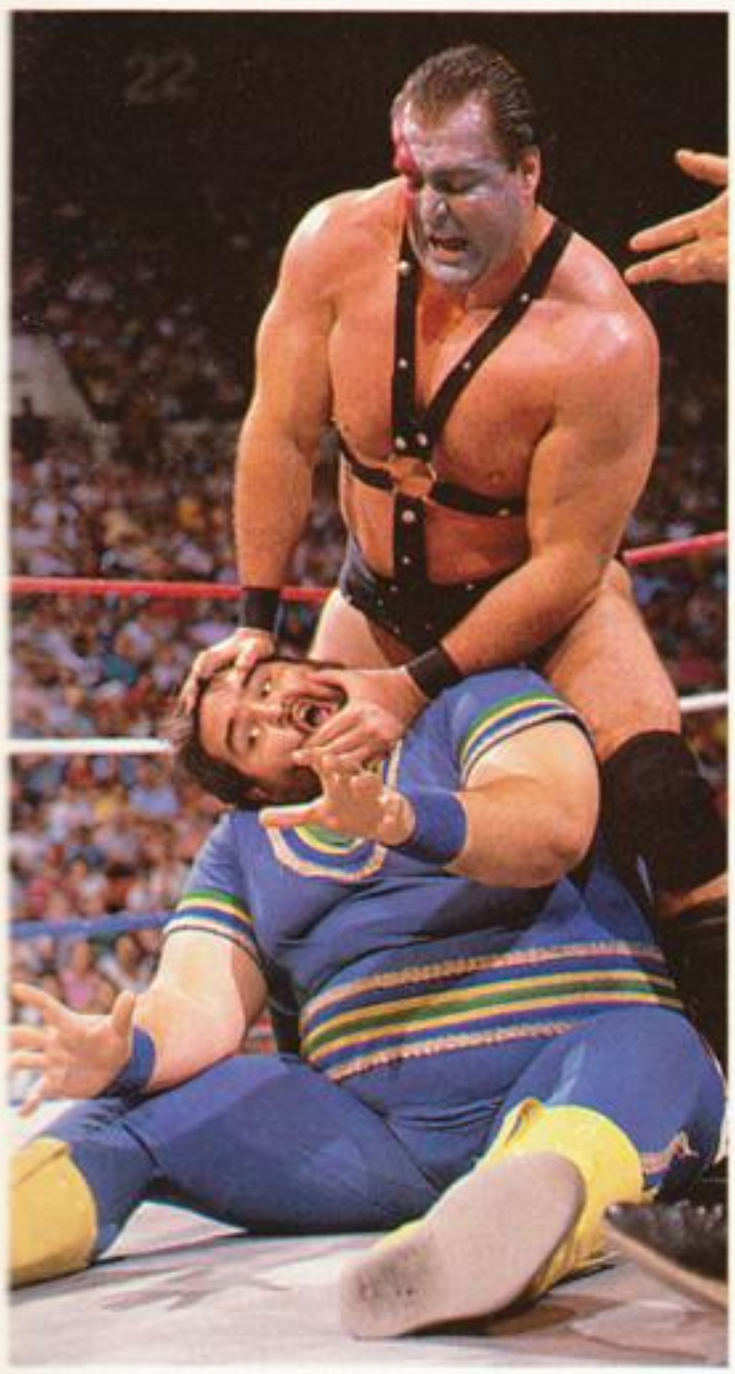
The self-assured Ax and Smash are not picky. They prepare for war and welcome challenges from anyone and everyone, regardless of size, sort or stature. No team is too big, too burly or too bad. And that includes the titanic Twin Towers, Big Boss Man and Akeem the African Dream of the cunning and conniving self-proclaimed Doctor of Style, Slick, or Master Fuji's main mountainlike men, the Powers of Pain, the Warlord and Barbarian.

The brawny Ax and Smash, at a combined weight of 583 pounds, are large, not to mention skilled, smart, strong and increasingly popular. But on a scale, they don't measure up to the behemoth Twin Towers or monstrous Powers of Pain. Big Boss Man, the former prison guard from Cobb County, Georgia, who is trying to invoke his brand of justice on everyone, weighs 357 pounds, while his mammoth partner, Akeem, from Deepest, Darkest Africa, weighs 457. The rock-

Prior to all their matches, Demolition, faces hooded so their opponents can't see their expressions, often discuss ring strategy and plans of attack.


BIG BOSS MAN





Ax and Smash will battle anyone —regardless of size. Against the Twin Towers, Boss Man and Akeem, Demolition used armwringers, double clotheslines and neck-wrenching tactics to dismantle them. When a foe is down, Demolition attacks ferociously, as Smash does against Arn Anderson, top right.

ribbed Warlord weighs 320 pounds, while the brutal Barbarian weighs 301 pounds.

Weight, though, isn't a factor for leather-laced, face-painted Demolition. They are getting cheers in arenas around the country for their no-nonsense, aggressive attack. Ax and Smash are electric energy from the opening bell, often not allowing their opponents time to think, let alone mount any type of offensive attack. And often, blows against Ax and Smash have no effect. Quick as cats, Ax and Smash move around the ring with ease, the same way the poised pair handles high-risk moves. The second rope—often the top rope—is part of Demolition's strategy; myriad fallen tag teams will attest to that.

Maim is possibly the best way to describe the Demolition game plan. Unmerciful Ax and Smash go for the neck in every match. In fact, an opponent's neck is often the first thing the ruthless partners pursue. Oxlike Ax and stalwart Smash are capable of ripping off an opponent's head. But they don't.

Rather, this tough tag team chooses to inflict punishment, punishment and more punishment on their hapless antagonists. And they do it their way—the grind 'em down, tear 'em apart approach. Ring veterans of many a war, Demolition's "Pier Six Brawl" attitude has helped the team survive the rigors of life in the WWF.

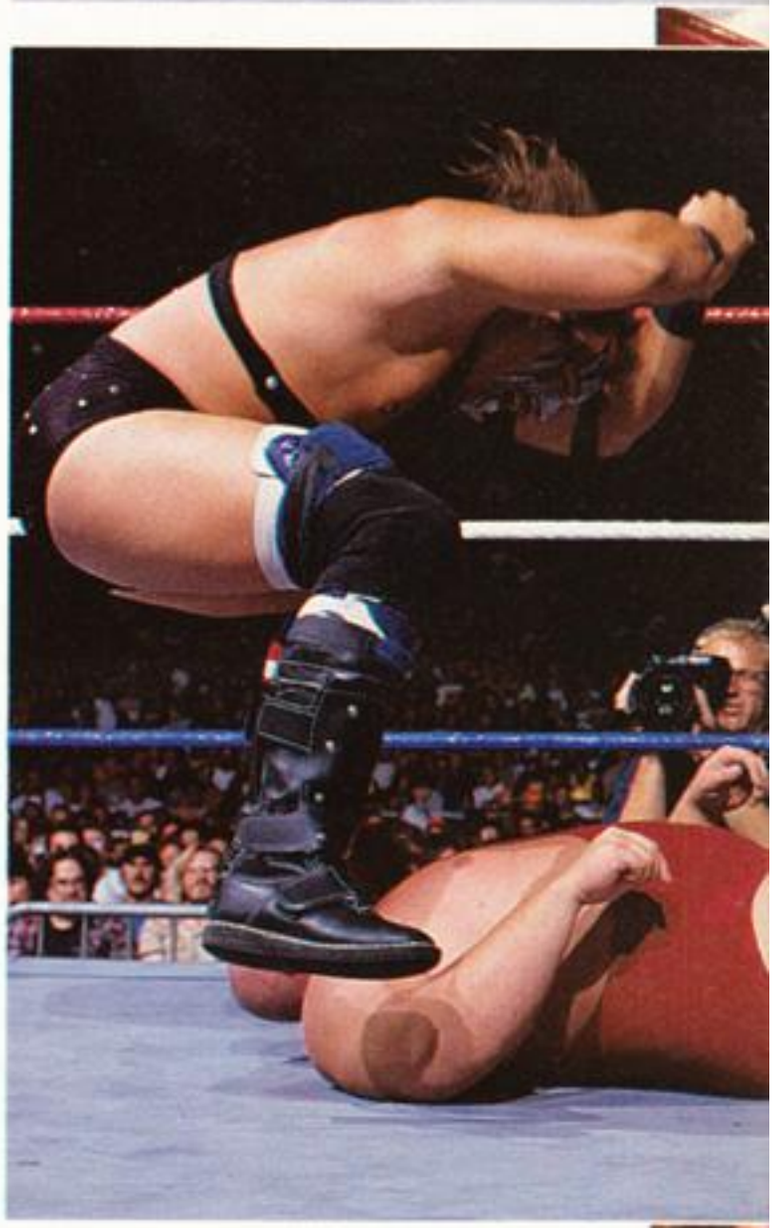
Demolition fists are ferocious, the stomps sonic, the clotheslines carefully planned, the blows bomblike and the midsection attacks powerful enough to hurt even the most rugged athletes. Limitless wrestling ability—that's Demolition inside the ring. Fear is a never-mentioned word. Win—well, that's something the massive Ax and Smash continue to do. The one minor setback at *SummerSlam* at the hands of Bobby Heenan' Brain Busters—a tainted one at that because of the outside interference of Andre the Giant—hasn't halted Ax and Smash. They regrouped, took back the title and

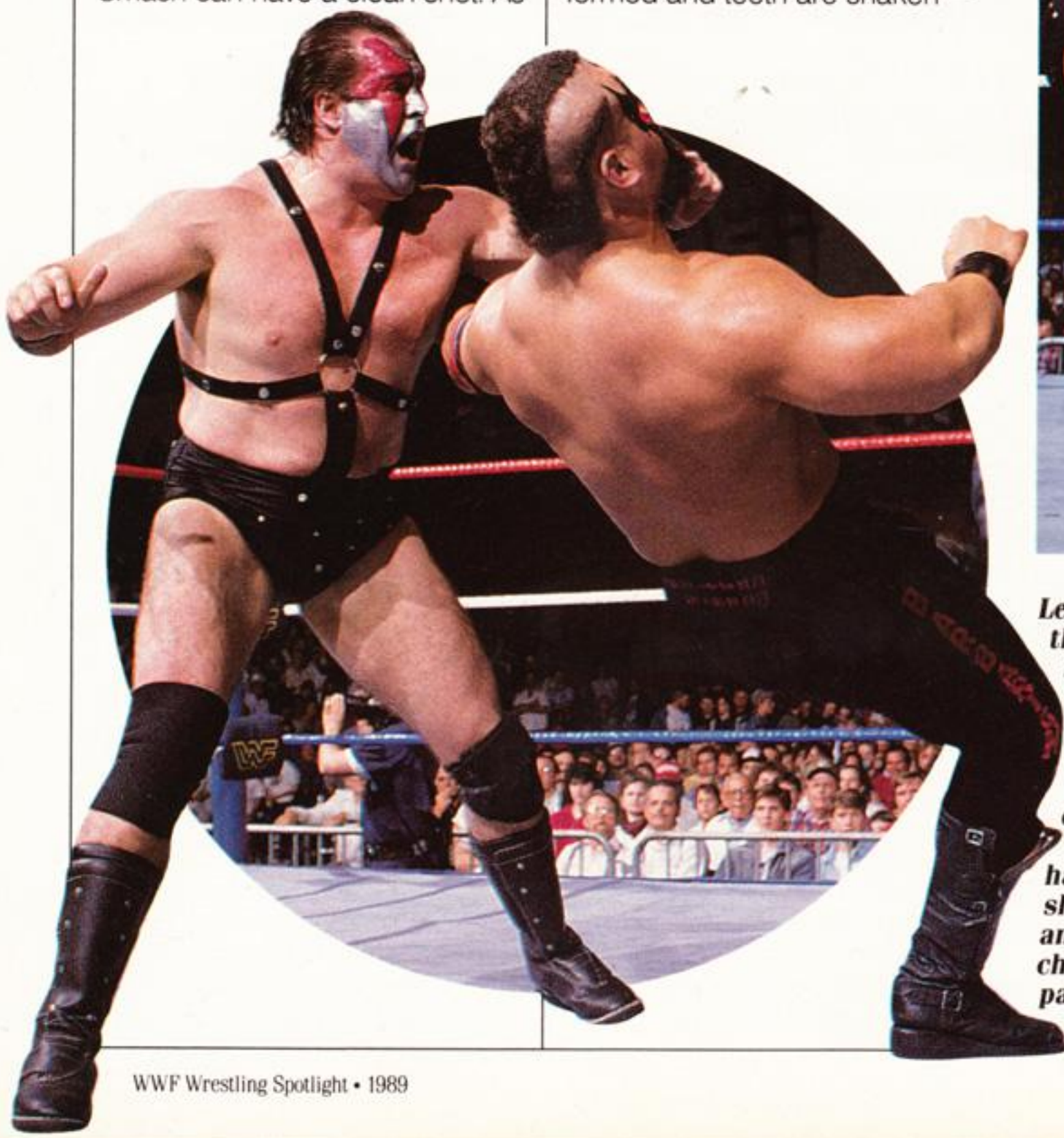
are now as fine-tuned as ever.

Demolition, the nonstop, killer-instinct tag team, bodyslams 300-plus-pound opponents like they're sacks of potatoes. Their clotheslines could decapitate even the most skilled opponents and often flip the foes all the way over onto the stomach. Demolition double-axhandles are devastating. The Demolition elbowdrop, which has been perfected by both Ax and Smash, is applied with brutal force and awe-inspiring effort. Ax and Smash each can hip-toss an opponent with crushing consequences. Not even referees are safe from the truculent tag team. Ax and Smash freely scream at the mayhem mediators. "Back off," Smash bellows, hoping to continue his blows. The Ax and Smash storm is perpetual. When they tag in and out, the pair uses the five-second rule to full advantage as well as any team in the World Wrestling Federation. Ax will hold open an opponent so Smash can have a clean shot. As any Demolition opponent surely will attest, those blows are nearly impossible to withstand. Mercy is never granted by Demolition. If an opponent asks, the attack often becomes even worse. The Ax and Smash arsenal is infinite. There's no place to hide from Ax and Smash. And they don't hide from anyone. Anyone. All challengers are welcome.

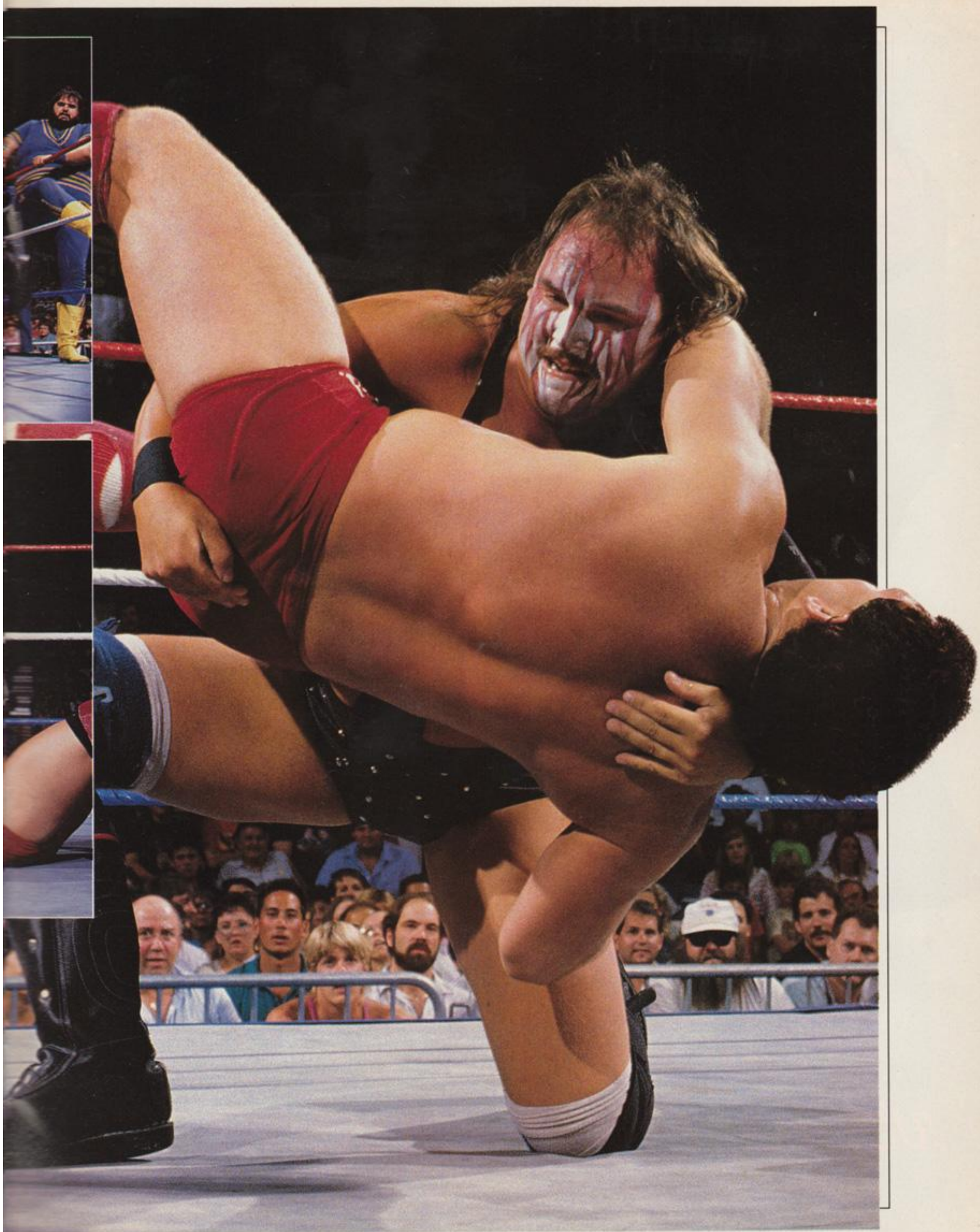
Striving to remain at the top of the tag team ladder into the 1990s, Ax and Smash have been working diligently on their teamwork—and the results are significant. Working as one, Demolition does it as well as any duo in the WWF. Ax and Smash not only look alike, but they also wrestle in a similar fashion—brutally.

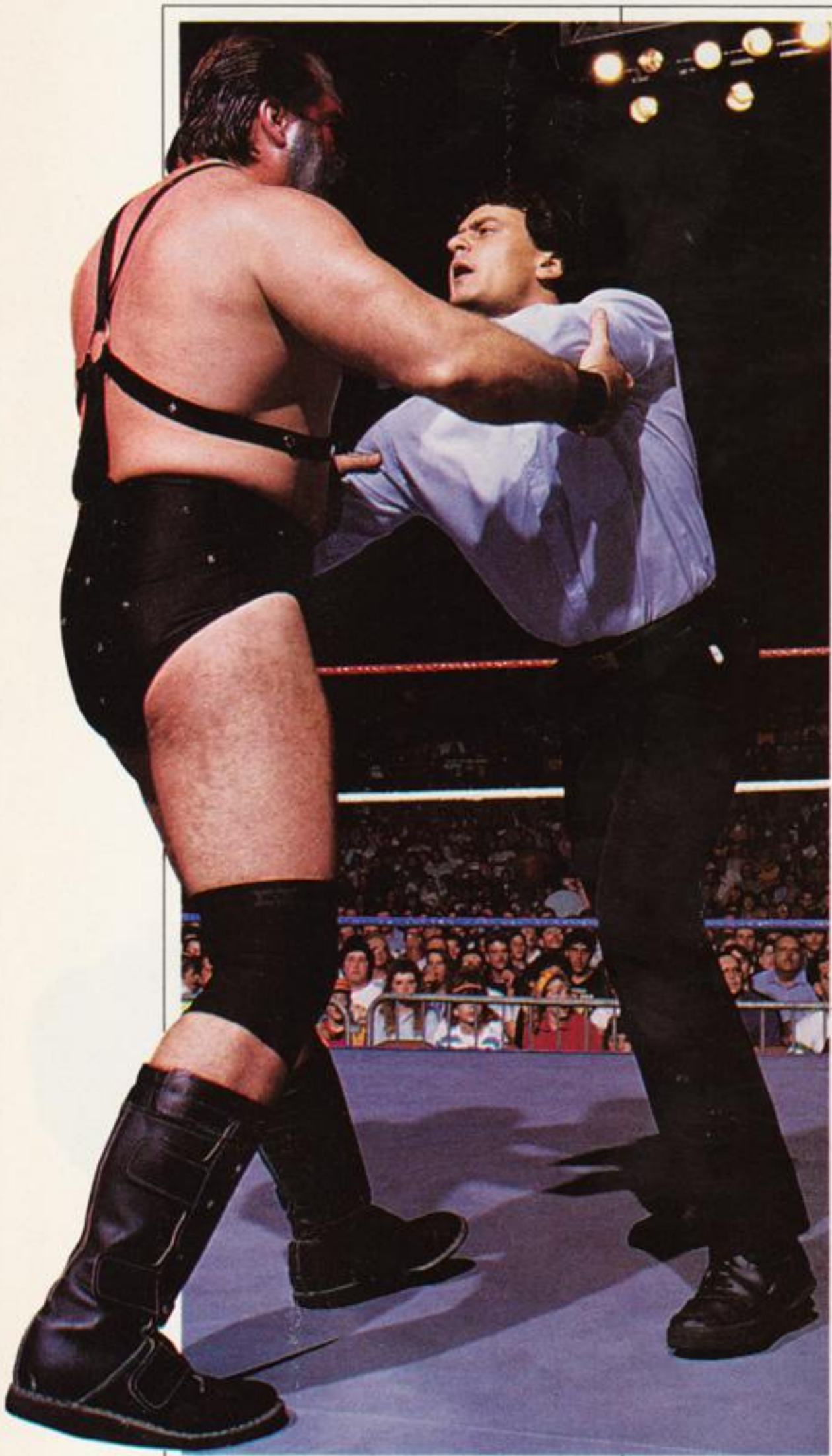
"Gimme a boot" is an often-heard shout in Demolition matches. It's a clue for the out-of-the-ring partner to supply the legal man with one of the size 13 bricklike boots on the second rope. Heads are then rammed, faces are reformed and teeth are shaken—

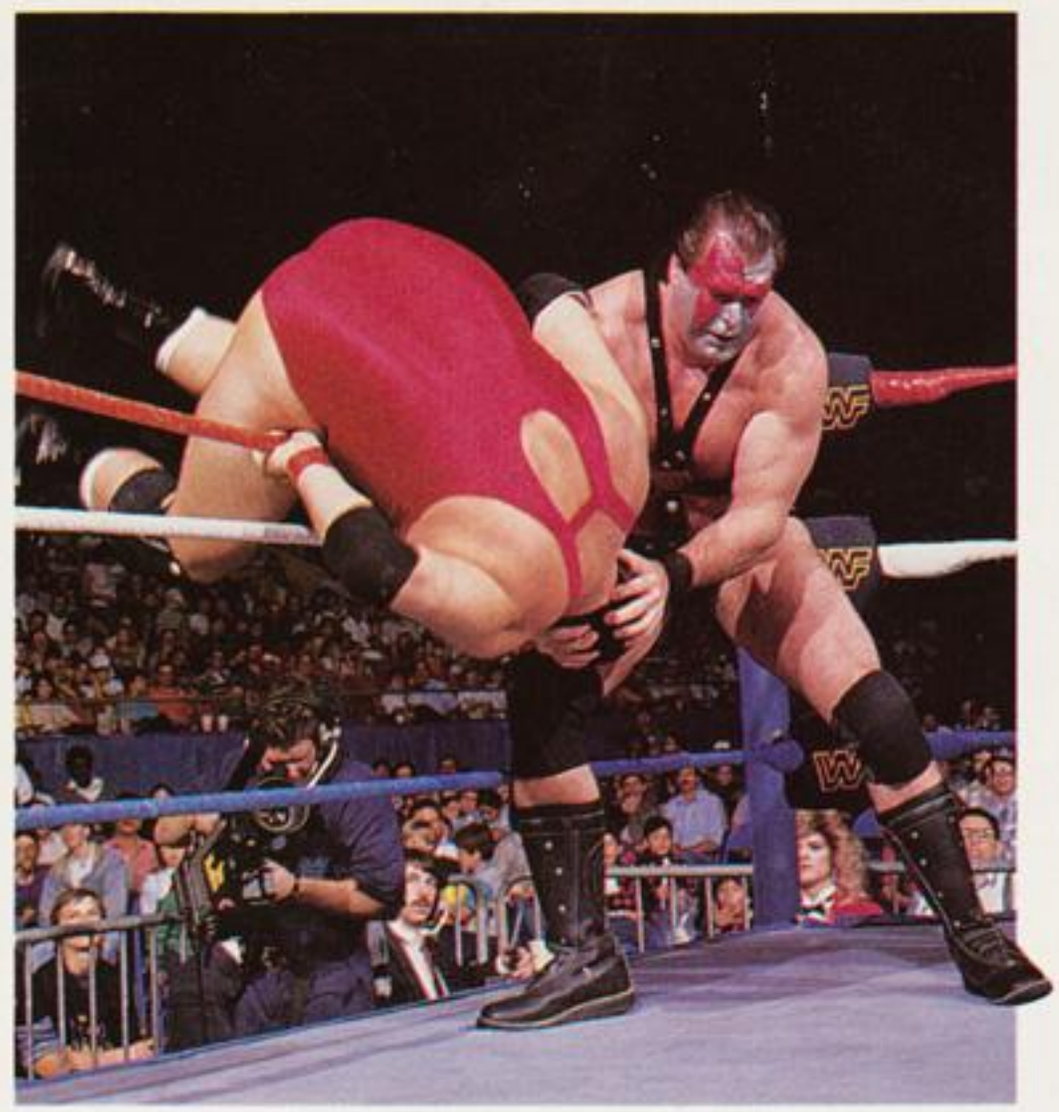


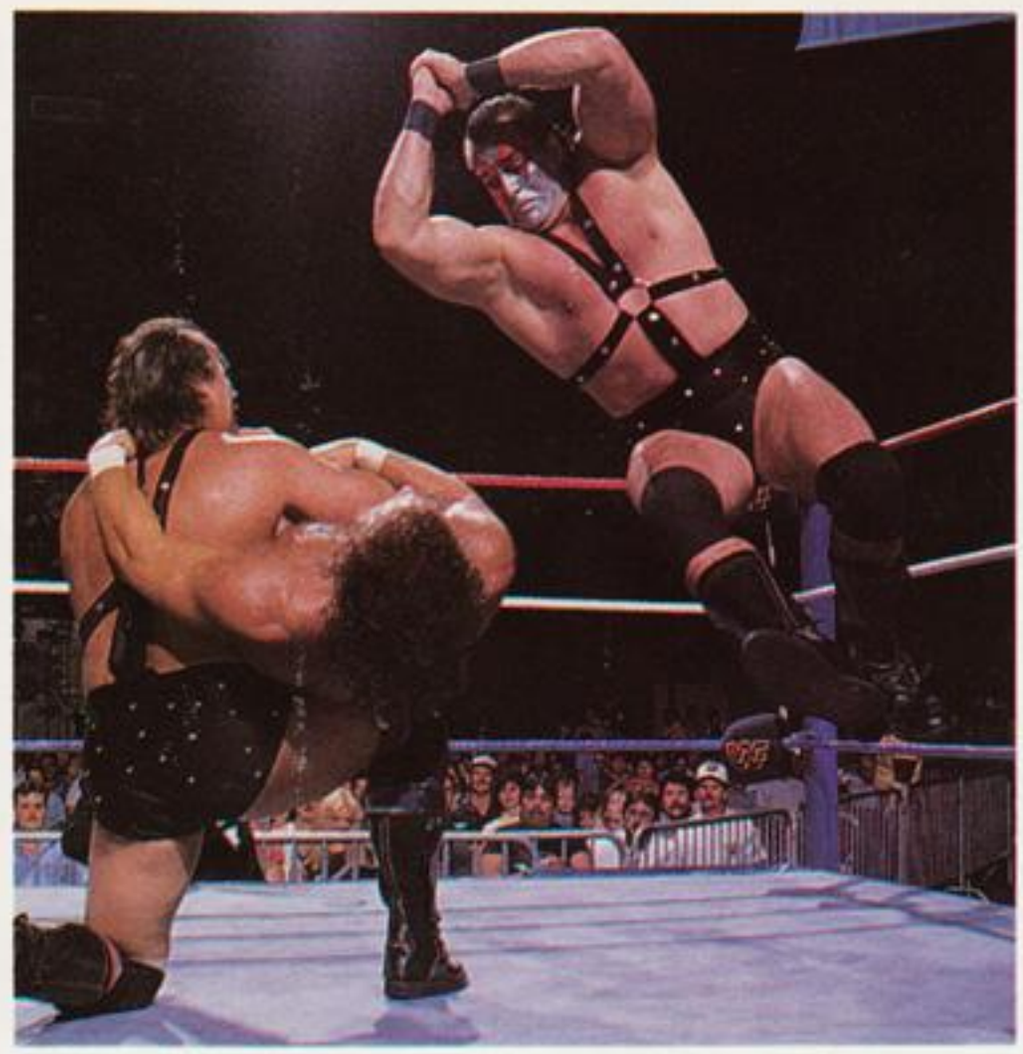


Left: Ax, screaming out his battle cry for all to hear, decks the huge Barbarian with a rigid clothesline and, utilizing his superior power, hip-tosses the 357-pound Big Boss Man, top. Smash is equally intense. With fierce strength and brutal force, he hacks away at fallen Bolshevik Boris Zhukov, above, and almost jars Tully Blanchard's back as Smash prepares to pin the Brain Buster.









In the heat of conflict, Ax sometimes becomes overaggressive and has to be restrained by the official, above. Top right: Nobody can escape Demolition's fury or the stunning decapitation elbow off the second corner pad.

that's the Demolition way, the winning way.

Deadly Demolition used to rely strictly on the devastating decapitation elbow off the second rope, the finishing hold that helped them maintain the tag team title for more than a year and a half during their first reign. Now, though, they've expanded their armory. The opponent drop clothesline has won the titanic tag team plenty of matches lately. It will probably win them many more in the future, as well. After thoroughly working over an opponent to near submission, Ax will tag in Smash. However, Ax will continue to hold onto the opponent. Ax then whips the reeling rival into the staunch Smash, who with ease catches him in mid-air, takes two steps backward and falls. As he falls down, Smash interlocks his crippling claws into the opponent's back for extra power. It's been an easy, successful move for the cohesive Demolition.

Ax and Smash, the consummate crushers, settle for nothing less than complete opponent destruction. Demolition has what it takes to be tag team champions. And they show it every time they step into the ring. WF

SPECIAL 5TH ANNIVERSARY EDITION

WWF Presents

THE HISTORY OF WRESTLEMANIA™

IN THE BEGINNING THERE WAS AN IDEA... THAT IDEA WAS NURTURED, AND IT GREW UNTIL IT BECAME WRESTLEMANIA—ONE OF THE BIGGEST AND BEST-LOVED SPECTACULARS OF OUR TIME. THE WORLD WRESTLING FEDERATION BRINGS YOU THE HISTORY OF WRESTLEMANIA I-V, AN EXCLUSIVE ONCE-IN-A-LIFETIME RETROSPECTIVE OF THE FIRST FIVE EARTH-SHAKING EVENTS. EXCLUSIVE PICTURES AND BLOW-BY-BLOW DETAILS ARE BROUGHT TOGETHER IN A BOOK THAT WILL BECOME A COLLECTOR'S ITEM.

...THE HISTORY OF WRESTLEMANIA I-V...

LOOK FOR IT AT NEWSSTANDS NEAR YOU!

HOT HANDS!

Blistering action, multiple skill levels, super graphics, a bigger screen and the most realistic sound effects ever make Acclaim's SuperPlay™ hand-helds the games to beat. With high-tech features like an arcade-style continue mode, high score memory and roll-over scoring, the better you get, the greater the challenge! So if you're tired of just twiddling your thumbs and crave real power in the palm of your hand, fire-up an Acclaim SuperPlay hand-held *Feel the Heat!*

Acclaim™ entertainment, inc.

Masters of the Game™

Acclaim,™ Masters of the Game,™ SuperPlay,™ and Wizards & Warriors™ © Acclaim Entertainment, Inc. Wizards & Warriors © 1989 Rare Coin It. 1943: The Battle of Midway™ TM & © 1988 Capcom USA, Inc. Ring King™ TM Data East. Knight Rider™ TM & © 1982 Universal City Studios, Inc. Hulk Hogan™ is a trademark of the Marvel Comics Group licensed exclusively to TitanSports, Inc. World Wrestling Federation,® WrestleMania® and all other wrestlers' names and character likenesses are trademarks of TitanSports, Inc. © 1989 TitanSports, Inc. All rights reserved. © 1989 Acclaim Entertainment, Inc.